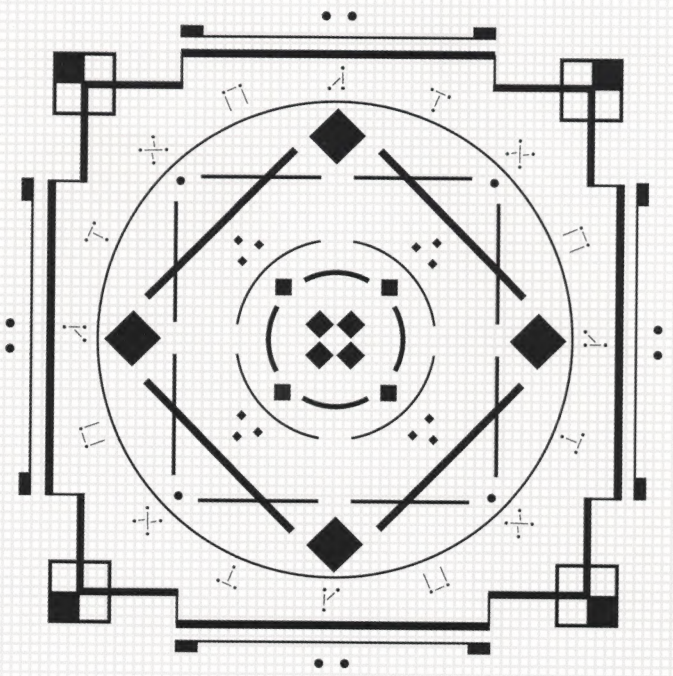
NieR:Automata™

WORLD GUIDE

[CITY RUINS SURVEY REPORT]



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[CITY RUINS SURVEY REPORT]

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Observation Diary of the Orbital Satellite Base, "the Bunker"

Written by Jun Eishima

<Where could this be?>

<Who could that be?>

[TB 13:30]

It's like climbing a hill covered in rocks, thought 2B.

Her left leg felt heavier than lead, and just a single step made her feel out of breath. When she finally stepped forward with her left foot, the joints of her right leg shrieked in agony.

She half tumbled from the flight unit and left the hangar. After descending on the elevator, she made it a few meters down the passage. The amount of time it had taken her to just get this far was astounding. The Development Department was farther down this hall. Just the thought of how long it would take to get there made her feel faint.

The Bunker, a satellite orbiting Earth, was YoRHa's base of operations. It was furnished with every type of equipment needed for descent to—and battle on—the Earth's surface, as well as living quarters for YoRHa members. Still, it was by no means a large place. In spite of this, her destination felt infinitely far away. The passage only sloped gently, and she could usually find her way through it even with her eyes closed.

In other words, the malfunction affecting her motor skills was quite serious. She needed a readjustment at the Development Department as soon as possible. She tried to make herself move faster.

That's when the commander appeared in front of her. 2B attempted to bring her left arm to her chest in a salute, but she couldn't quite lift it that far. She grimaced. It seemed that it wasn't just her legs that were malfunctioning.

"Ah. At ease."

The commander had most likely noticed 2B's injuries right away due to her awkward salute. She gestured for her to lower her arm.

"It looks like you're in bad shape."

"I was unable to make repairs on the surface, so I reluctantly suspended the operation and returned here. I am very sorry."

"There's no need to apologize. Were there any other casualties?"

"Due to a clash with machine lifeforms at early dawn, 1D suffered minor injuries to her right upper arm and shoulder. 4B also took a minor injury to her left thigh. However, thanks to 12H's first aid, they're both recovering and will not be a hindrance to the operation."

"I see."

The commander abruptly glanced to the side. The hallway in which they stood connected the hangar to the Development Department and the command center, and faced outside. The dark void of space was dotted with stars and planets, and of course mankind's original home, Earth—all of which were visible from here.

Even now, androids—including members of YoRHa—were fighting the machine lifeforms on the surface of that beautiful blue planet. Again and again YoRHa had crushed them, but those damn machines just kept coming like persistent insects.

"YoRHa's numbers are too few compared to those of our enemies . . . Though, speaking of which, I hear good things about the elite few."

Up to this point YoRHa had compensated for the overwhelming difference in numbers with strategy and technology. However, they hadn't overcome the disadvantage, and the war was dragging on. 2B had thought they just needed to put forth an even greater effort, but that was wrong.

"So, don't try to do the impossible, all right?"

A smile rose to the commander's lips. Sometimes, the commander smiled in this perplexingly kind way. She conducted herself in a strict manner befitting a leader, composed and sharp, like a honed blade.

There was no doubt in 2B's mind that incalculable suffering and conflict lay hidden behind the commander's occasional smile.

"Commander . . ."

She began to speak but stopped herself. *This is my own problem*, 2B decided.

"Never mind, it's nothing."

The commander's smile disappeared. In its place came calm words.

"However harsh our mission may be, we must see it through. We YoRHa members . . ."

We YoRHa members, 2B silently repeated. *We have experienced hardship. We may also . . . experience unbearable pain. But we have never harbored resentment toward our duty.*

"However, whatever duty we may have, all of the responsibility rests with me. Don't forget that."

It was as if the commander had completely read her mind. 2B had thought that when their mission was finished, the weight that had accumulated would be hers alone to bear. No, she still thought that. Even so, the commander's words echoed in her heart.

"Glory to mankind."

This time, 2B was able to raise her left arm to her chest. "Glory to mankind," the commander repeated.

She fought under this person's command. She would continue to do so. Until the day they had reclaimed Mother Earth for mankind.

With the sound of precise footsteps behind her, 2B hurried to the developers' office.

<What was that just now?>

<I wonder. What was that?>

<Shall we follow her?>

<Yes, let's follow her!>

[TB 13:40]

As she entered the command center, the commander was halted by a sudden wave of operators rushing up and blocking her way.

"Commander! About the arrangement of raw materials in the Bunker . . ."

"I have a status report on the battle at the city ruins on the surface."

"Please approve the container of materials to be sent to the moon."

"Something is hindering communications with District F, Ward 3D."

Somehow, it seemed the operators thought that by calling out the title "Commander," her ability to process their words would magically increase.

"Regarding the materials, take into account the line of flow of each person in charge and create three diagrams to submit to me. Afterward, I will consider them again."

"Understood."

"I will hear the battle status report in five and a half minutes."

"Roger."

"I approve the container."

"Thank you very much."

"Instruct the squad members in the vicinity of District F to head to the access point and investigate the cause."

"Understood."

Good grief, it was finally over . . . Or so she thought. None of the operators budged from where they were standing. It seemed there was still more.

"Is there something else?"

In unison, they all replied, "Yes."

"Commander! Please accept this!"

All at once they presented her with small packages of gold and silver.

"These? What are they?"

"Today is February fourteenth. It's known as Valentine's, a day when you give brown-colored presents to those you have respect and affection for."

"Valentine's? Is this a custom of the old world?"

"Yes! It's said that both the giver and the receiver will attain happiness. The custom is to wrap brown objects in gold and silver paper."

Indeed, she thought. Each package was a different shape and size, but every one of them sparkled brightly. *I see. So, humans exchanged presents like these long ago.*

Tentatively, she opened one of the packages. It was a dark brown ribbon. Her first instinct was to ask what to do with it, but instead she responded with a simple "Thank you."

There were few customs of the old world that they completely understood. Mankind had created the androids, so the very idea of trying to understand them was considered presumptuous, and imitating something of theirs without knowing its significance was not encouraged. Even this imitation of the "Valentine's" custom wasn't something she could officially condone . . .

However, she had no intention of saying that to them. Being an operator brought its own set of hardships, distinct from those faced by soldiers on the frontline.

"Um, Commander . . . May I?"

The final person to approach her was Operator 6O. She was the one responsible for communication with 2B.

"What is it?"

"Requesting permission to perform a trial run of the new equipment for the flight units."

She had received countless reports from the Development Department that the new equipment was partly finished. If the time had come to perform a trial run, communication between operators and squad members would be essential. 6O was the operator in charge of the arrangements.

"Ah. Yes. The high-priority survey. If I'm not mistaken, the one assigned to the operation was . . ."

"9S. If there are no problems with the high-priority survey, it will be the final trial with the surface squadron."

The commander caught herself thinking of 2B's pained face.

"I see. 9S . . . That's right."

All of the responsibility rests with me.

"Permission granted."

"Thank you very much."

With a bow, 6O left the command center. "Now then." The commander turned her head. It had been exactly five and a half minutes.

"Let's hear the status report on the surface battle."

<Surface battle? Status . . . report?>

<A battle . . . on the Earth's surface? So . . . the status of the battle?>

<I get it. I wonder what they mean by "new equipment.">

<I dunno.>

<Shall we go see?>

<Let's go see.>

[TB 14:00]

Operator 6O awkwardly hurried toward the hangar, nervous about the possibility of passing anyone in the hallway. *Well, no*, she told herself. If it happened, it happened. She was simply on her way to talk to someone about communications, so there was no reason for her to be embarrassed.

Her body slid through the opening door, its slowness seemingly directly proportional to how impatient she was feeling.

Swift mobilization requires swift equipment.

She considered including the thought as a bullet point in an upgrade request.

"21O, are you here?"

Operator 21O appeared from the shadow of a flight unit that was equipped with a catapult. She was still in the middle of inspections. Good timing. 6O got right to the point.

"We have permission to perform the trial run!"

To 6O's surprise, 21O barely reacted. Could she have forgotten the details of the trial?

"Uh, the new equipment?" 6O persisted. "The stuff for the flight units!"

A puzzled frown appeared on 21O's face. She seemed surprised.

"Is that all?"

"Huh? Is that all . . . ?"

This time, it was 6O who appeared puzzled. Why the heck would 21O be surprised?

"You could have informed me with one transmission. Deliberately coming all the way here was unnecessary."

"That's true . . ."

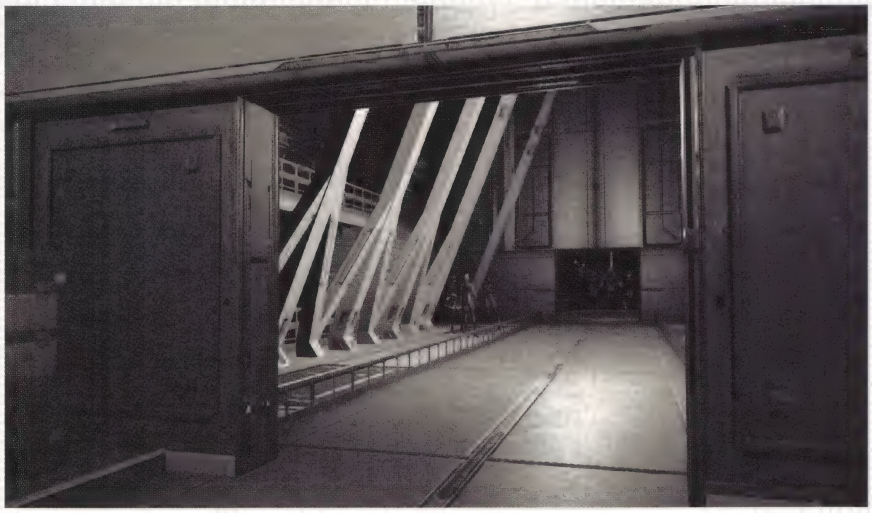
6O searched for the right words to refute 21O's uncalled-for statement.

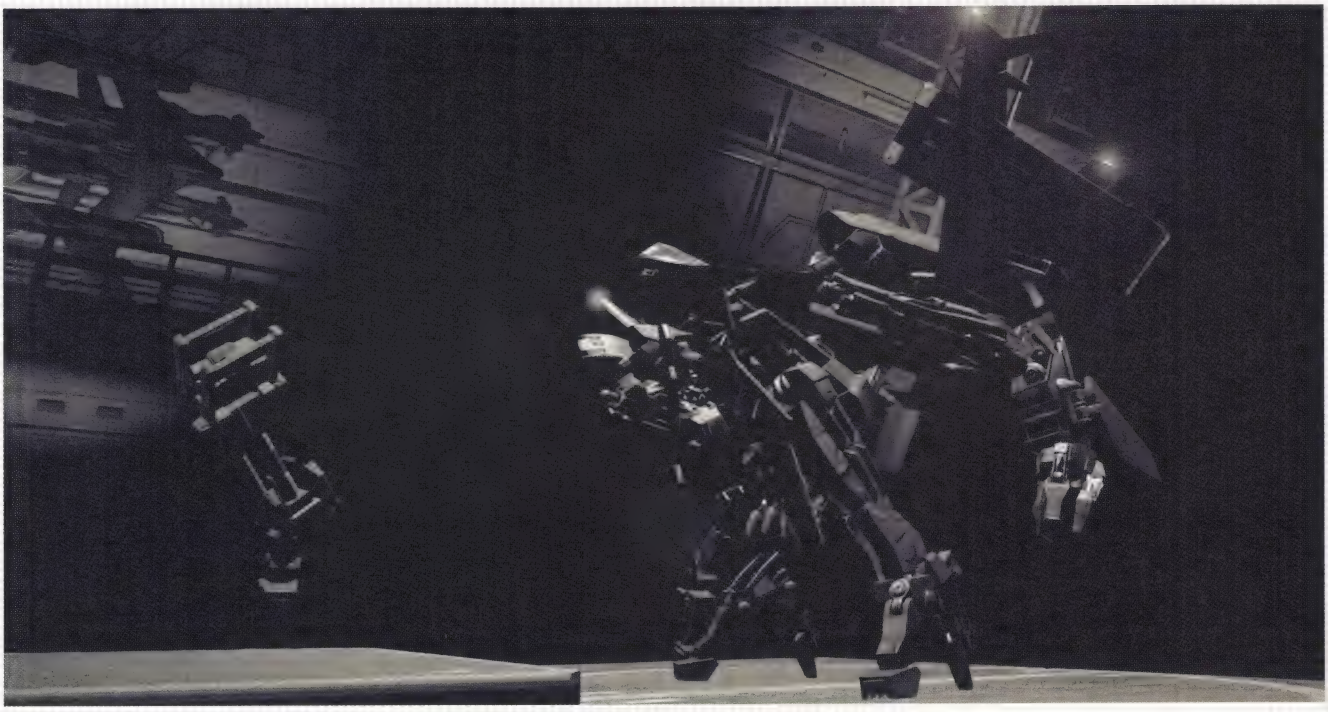
"But—but . . . If I'd just done it the normal way, I wouldn't get enough exercise!"

21O raised an eyebrow as if to say, "So what?"

"Besides, isn't it important to properly take a look at the actual equipment? Hey, what do you think? Isn't that like us? Perfect? It's, like, umm . . ."

"It's our duty as operators to expect perfection in everything, right?"





"Yeah!"

6O's reply was so energetic that 21O finally nodded in agreement.

"That's probably true. Once he hears there's new equipment, I'm sure he'll make a mess of it. He's full of curiosity, that 9S."

21O shrugged, but her tone—unlike her words—was kind. It always seemed that way whenever 21O talked about 9S, the YoRHa android for whom she was responsible.

I totally get it, thought 6O as she leaned forward. Her own partner was different, but as an operator, she felt the same way.

"2B too. She's always been super rash."

Like S types, B types also had a tendency to make a mess of things; the former because of their overwhelming curiosity, the latter because they didn't consider their own safety. It was why they could fight without hesitation, even on the frontlines where bullets were flying.

"They'll say, 'Looking at this place is so exciting!'"

"It's their special quality, so I know they can't help it, but . . ."

"I wish they would act with a little more restraint."

"But even if you told them that . . ."

"It wouldn't do any good."

"So," the two of them said in unison, "preparation is important!"

The exchange of information between operators was also important. Even if it seemed like a trivial conversation, it was still new knowledge. The accumulation of such modest information could lead to a hint for a significant decision, or become a signal to evade danger. In short, for operators, everything in their daily existence was connected to their duty. It was their everyday duty.

6O and 21O chatted for just a short while after confirming a few notes and changes. Of course, 21O didn't pause her work.

"Done, sorry to keep you waiting."

After returning the flight unit she'd just finished inspecting to its original position, 21O made room for 6O. Because only one catapult could be fitted to a machine at a time, inspections were also done by one person.

"All right, I'm going to contact 9S."

"Okay. See you later!"

6O secured 2B's flight unit in the now-empty space and began her inspection.

<That's a big machine, huh?>

<Is it the new equipment?>

<Where shall we go next?>

<Where shall we go next?>

[TB 14:30]

21O considered the task of looking for 9S to be easy work.

On the Earth's surface, positional information could be misleading because of satellite image resolution and bandwidth, but here in the Bunker, there were very few errors. *9S is here*, she thought as she stood in front of the door.

The server room was where the large computer terminals of the Bunker were located. 9S spent time in here analyzing enemy defenses and new hacking patterns. He loved that kind of detailed, hands-on work.

Outside of sortie orders, he was always working in here. His intensity and ability to concentrate were so great that he often didn't even notice the sound of the door opening.

Look at that. I knew it, 21O thought to herself. 9S was staring intently at a computer terminal and didn't realize that 21O had entered the room. The goggles he was wearing made it impossible to tell, but 21O had no doubt that his eyes were shining as he immersed himself in his work.

Human children would apparently forget the time when engrossed in the activity known as "playing with a toy." Wouldn't that describe how 9S looked at this very moment?

9S had once stopped here on his way to the hangar, and had looked so focused that no one said anything to him. He ended up staying for over three hours.

That was when 21O knew she'd need to tell him to stop being irresponsible and to take breaks. Suddenly, 9S's shoulders shook with a start, as if someone had surprised him by yelling "Boo!" from behind.

"Operator? What?"

Both shoulders lowered as he turned to face 21O.

"Don't 'what' me. How many times have I told you that you mustn't work such long hours without a break?"

"Yeah, yeah."

"One affirmation will suffice."

"Fine," came the disgruntled reply.

"Please disconnect from the computer terminal. I'm going to explain our next operation."

"Huh? Can't I listen to it like this?"

"Negative. You would not receive sufficient exercise."

She couldn't believe she was using 6O's words from just a short while ago. But exercise was far more important for 9S than 6O.

"Let's take a short walk."

9S moved away from the terminal with reluctance.

"Where's our next operation?"

"The abandoned factory. A survey of the ruins as well as the surrounding area."

"Aw, man. You mean I'll be by myself again? That gets so lonely."

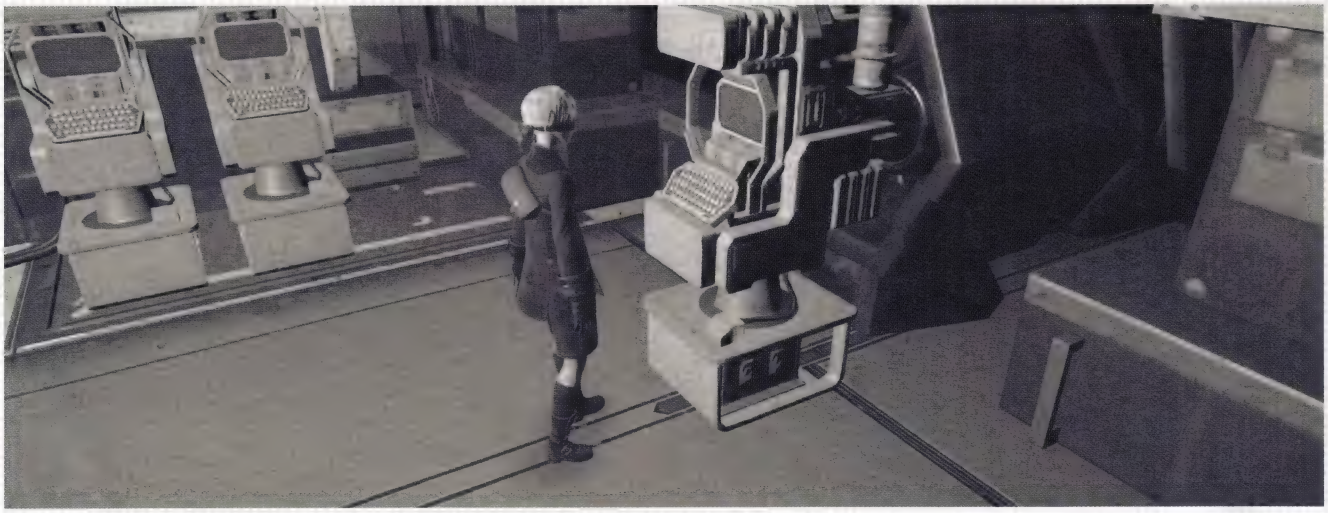
9S's shoulders fell in disappointment, but he raised his head to look at 21O.

"Operator, can't you come with me?"

21O understood that what he said wasn't all that serious. It was probably true that he was lonely, but asking an operator to accompany him was out of the question.

"Negative. This is your task. Carry out your mission alone without complaining like a spoiled child."

"All right, geez."



9S inflated his cheeks, but he sounded a little disheartened. *Well then, I'll give him just a little incentive*, thought 21O.

"The next operation will most likely include a trial run of new equipment."

"Really?!"

9S brightened at once. Just as she'd thought, the word "new" had a tremendous effect.

"You'll receive further details in the hangar while we check the equipment."

"Okay!"

9S suddenly looked taken aback.

"What's the matter?"

Come to think of it, something about him had been a bit strange earlier. 21O had assumed that it was her entrance that had surprised him, but he hadn't been looking in her direction. Something else had caught his attention.

"Something's . . . bothering me."

"What is it?"

9S's gaze swept around the room, like he thought someone was watching them. He shook his head.

"Nah, there's no way. It's my imagination. Maybe I'm just tired?"

"That's why I've told you over and over to take a break at fixed intervals . . ."

"Yeah, yeah."

"One affirmation!"

When she was done with her explanation of the new equipment, she needed to advise him to rest, no matter what. An accumulation of fatigue was very likely to be a hindrance to an operation.

With this thought in her mind, 21O urged 9S to leave the server room. Before he left, 9S looked around just once more, but of course no one was there.

<That was close.>

<He almost found us.>

<But I wonder what "lonely" means?>

<I dunno.>

<Androids are a total mystery.>

<Yeah. A total mystery . . . and funny.>

<I want to play just a little longer.>

<Yeah. I want to play . . . just a little longer.>

With no indication that anyone was inside the server room, two words appeared on the screen of a large computer terminal.

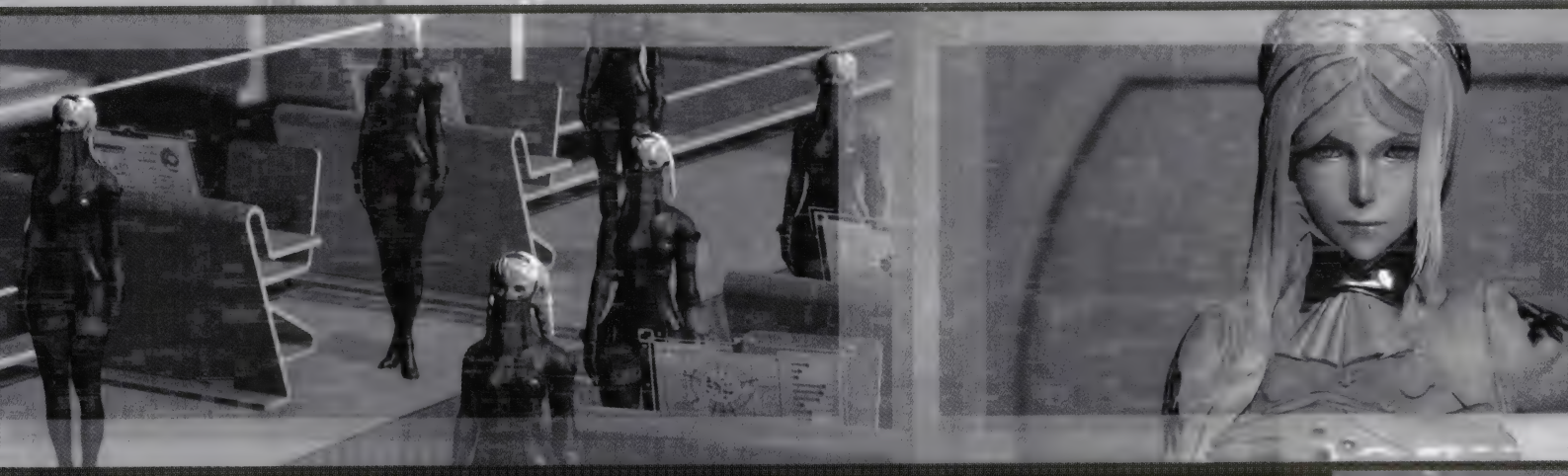
End Transmission

OUTLINE OF INVESTIGATIVE REPORT

Survey aircraft: YoRHa No. 9 Type S and his support unit, Pod 153

This report contains information that remained in the storage space of YoRHa No. 9 Type S, who accompanied No. 2 Type B during surface missions. As a temporary measure until total memory analysis is complete, this document is marked with Level S confidentiality and should not be disclosed to any YoRHa personnel, save for the commander.

K.K.



5012 CE

The aliens from outer space begin their invasion.
The weapons known as "machine lifeforms" created by the aliens devastate the human population.
The few remaining humans escape to the moon.

5204 CE

The androids created by mankind begin a counteroffensive from their base, an artificial satellite orbiting Earth.
Although roughly ten large-scale surface operations are carried out, the androids are unable to deal a finishing blow, and the war drags on.

11945 CE

Mankind's weapons for the final battle, known as the "YoRHa forces," detect a large faction of machine lifeforms in the abandoned factory.
In order to destroy them, a battle squadron, as well as the scanner model No. 9 Type S, is deployed.

SKETCH OF SURFACE OPERATION AREA

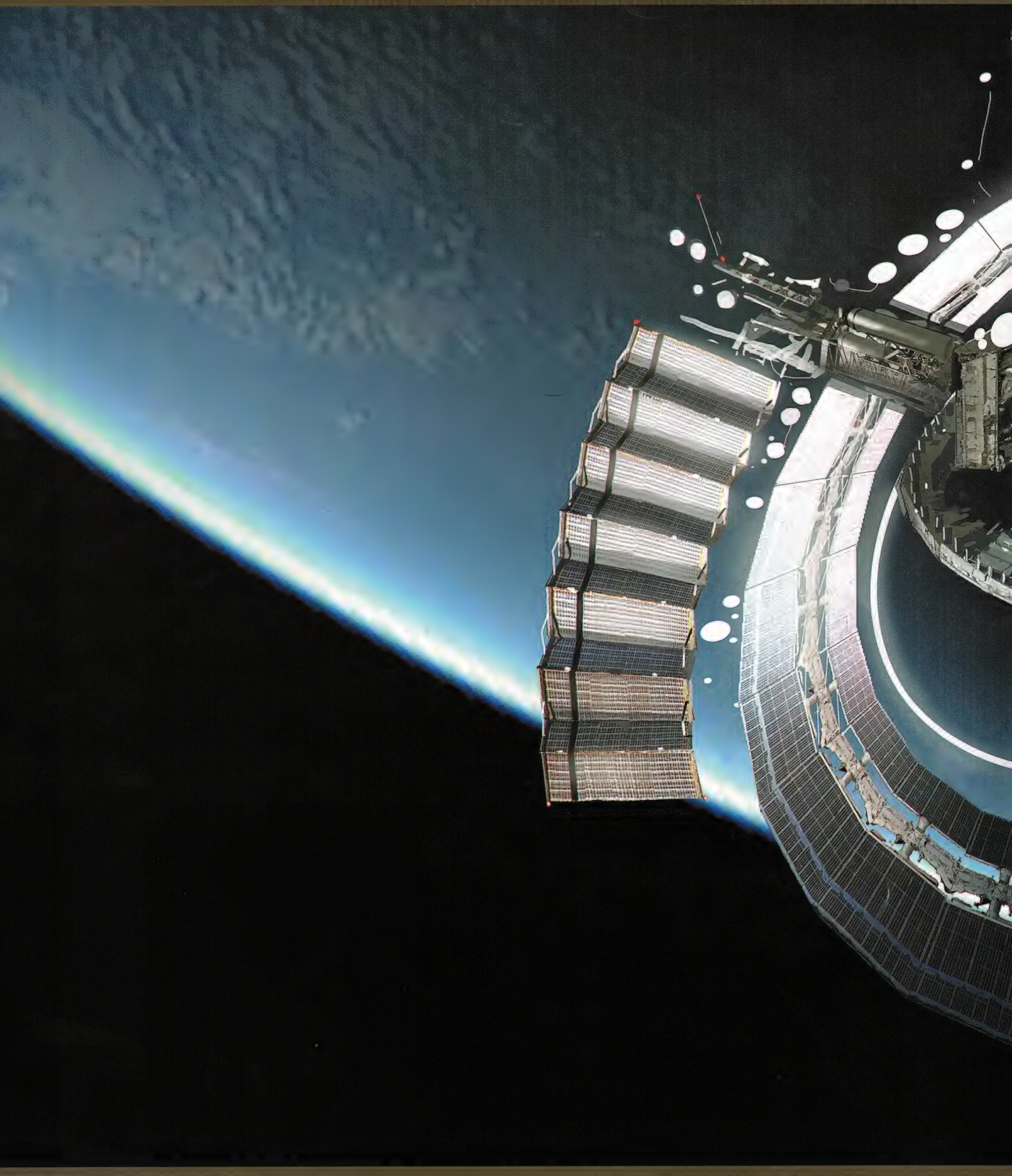
Desert Area ◂ 00084

Abandoned Factory ◂ 00038

This sketch was originally created with data from the satellite orbiting Earth. The details of each area are referenced in the investigative report put together by 9S and Pod 153.

Supplement: The in the written report denotes the locations of access points deployed in each area, denotes available elevators, and denotes the confirmed locations of ladders.

Forest Kingdom :00112
Pascal's Village :00106
Abandoned Amusement Park :00096
City Ruins :00054
Copied City :00148
Alien Ship :00140
Resistance Camp :00074
Flooded City :00128



BUNKER REPORT

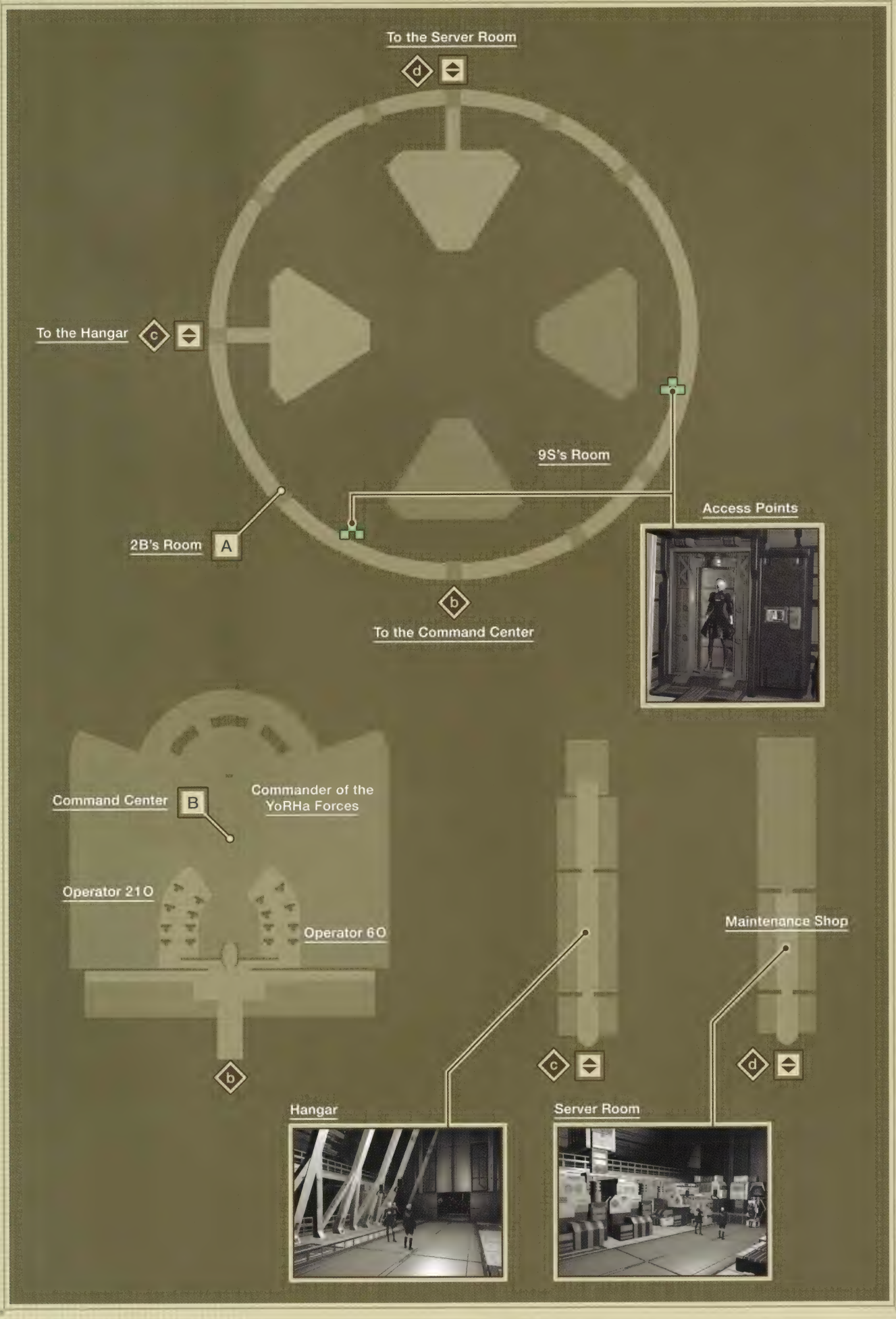
4576657279746869 6e67207761732061727261 6e676564207 46f20626520646573747 26f7965642e

K.K.

K.K.

In total, there are thirteen military installations deployed as satellites orbiting the Earth. Four are high-output laser satellites, and nine are military bases. The Bunker was designed as a base for the exclusive use of the YoRHa forces. It also serves as a relay server for communication with the Council of Humanity on the moon's surface. Construction was completed in August of 11938 CE, and it was fully finished in November of 11940 CE.

Bunker


To the Server Room
d
To the Hangar
c
9S's Room
Access Points
2B's Room
A
b
To the Command Center
Command Center
B
Commander of the YoRHa Forces
Operator 21O
Operator 6O
b
c
d
Maintenance Shop
Hangar
Server Room

A 2B's Room

Report: YoRHa members are each assigned their own room, where they spend their time when not deployed on a mission. Each room is equipped with a bed with an automation recovery function, and a computer terminal where earnings can be used to purchase supplies. Furthermore, there are a group of specialty androids who are responsible for laundering the clothes worn by YoRHa members.

B Command Center

Report: The YoRHa commander and operators are stationed here to manage and provide instructions for operations. The enormous screen installed here displays the status of ongoing operations in real time, and commands are issued based on this data. YoRHa members are required to come directly to the command center to acknowledge essential operation orders and provide reports.

A.Y.

2B

Feature: All-purpose battle android | Height: 168 cm (with heels) | Weight: 148.8 kg | Bust: 84 cm | Waist: 56 cm | Hips: 88 cm | Eye color: Gray blue | Hair color: Yellowish white

An all-purpose battle android, her official name is YoRHa No. 2 Type B. The subprocessors in her limbs have been finetuned, making her best suited for melee combat. During battle, she can coordinate with accompanying support units for ranged attacks, and she can also be assigned to pilot flight units. B-type models are generally known to be belligerent, but 2B is calm and collected, and she adheres to the YoRHa rule that emotions are prohibited.

A.Y.

9S

Feature: Cyberwarfare | Height: 160 cm (with boots) | Weight: 129.9 kg | Bust: 61 cm | Waist: 53 cm | Hips: 73 cm | Eye color: Gray blue | Hair color: Yellowish white

A scanner-model android, his official name is YoRHa No. 9 Type S. He possesses combat functionality as well, but his main duty is to work alone, gathering intelligence with his hacking function. Due to those characteristics, S types have a neural composition that gives them overwhelming curiosity. 9S in particular has a wide range of rich emotional expression, which makes him noncompliant with YoRHa standards. The reason why he's equipped with such an unusual characteristic is unknown at present. After the operation at the abandoned factory, he embarks on a mission to survey the city ruins with 2B.

Y.N.

Operators 6O & 21O

Feature: Data processing | Height: 167 cm (with heels) | Weight: 145.5 kg | Bust: 82 cm | Waist: 57 cm | Hips: 83 cm | Eye color: Greenish blue | Hair color: Gold

Operator-type androids stationed in the command center of the Bunker. Fundamentally, they send communications regarding information analysis and orders, rather than participating in combat directly. O types are specialized in analytical functions, and several of them are connected simultaneously in the command room to improve throughput. They are also said to have other special functions, but detailed information is not available to the public. 6O is responsible for 2B, and 21O is responsible for 9S. 6O is comparatively cheerful, while 21O is calm and composed.

Y.N.

YoRHa (Heavy Armament)

Feature: Melee combat	Height: —	Weight: —	Bust: —	Waist: —	Hips: —	Eye color: —	Hair color: —

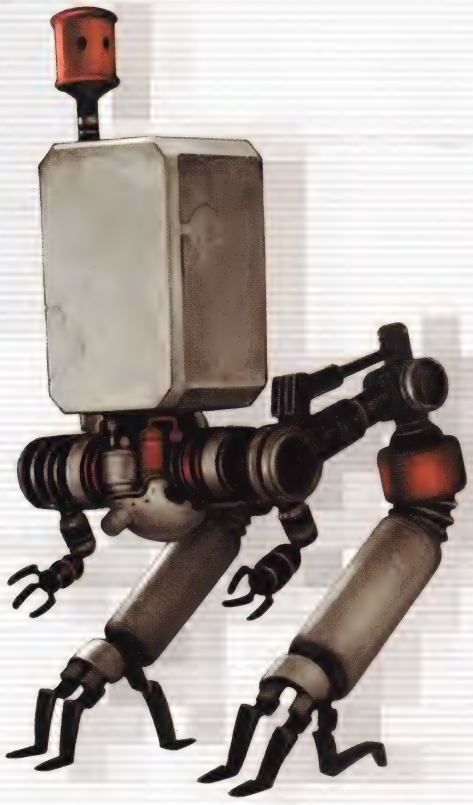
YoRHa troops who wear the heavy armor that is formally used by YoRHa forces. The heavy armor covers the entire body, including the head, and boasts excellent protection. The object worn as a backpack is a cooling unit. YoRHa soldiers utilize their skirts and hair to combat radiation in the heat of battle, but the interior of the heavy armor can get stuffy, so they use the cooling units to maintain a comfortable temperature. It's hypothesized that this equipment is also brought in for large-scale invasion operations against the machine lifeforms, and all YoRHa battle models, including 2B, use it.

Y.N.

Commander

Feature: Command functionality | Height: 175 cm (with heels and hair ornaments) | Weight: 166.8 kg | Bust: 92 cm | Waist: 61 cm | Hips: 94 cm | Eye color: Greenish blue | Hair color: Gold

The commander in chief, she leads the YoRHa forces. In her position, she comes into contact with a variety of top-secret information. She is the only non-YoRHa unit in the Bunker. She issues commands to her subordinates in a strict tone, and she rarely shows emotion, but she seems to worry about 2B and 9S. She has a tendency to neglect her own needs, and her personal room is such a mess that she won't let anyone inside. The deserter A2 seems to be connected to her through a series of events that occurred during a previous operation.



A.Y.

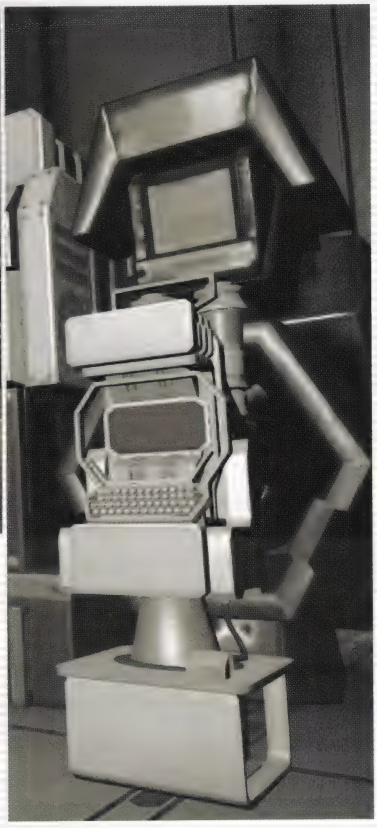
Pods 042 & 153

Feature: Accompanying support	Height: 74.8483 cm (with protrusion)	Weight: 36 kg	Bust: 54 cm	Waist: 54 cm	Hips: 54 cm	Eye color: —	Hair color: —

Support units that are standard issue for YoRHa members and accompany them everywhere. Pod 042 follows 2B, and Pod 153 follows 9S. They're equipped with a variety of ranged attacks for combat support, as well as a mobile screen. It's also possible to link attacks with multiple pods. These units are manufactured to be weapon support systems, so unlike the cognitive AI of androids, they have no complex thought patterns. However, they do perform activities such as exchanging information with their fellow pods to make sure orders are carried out without complication.

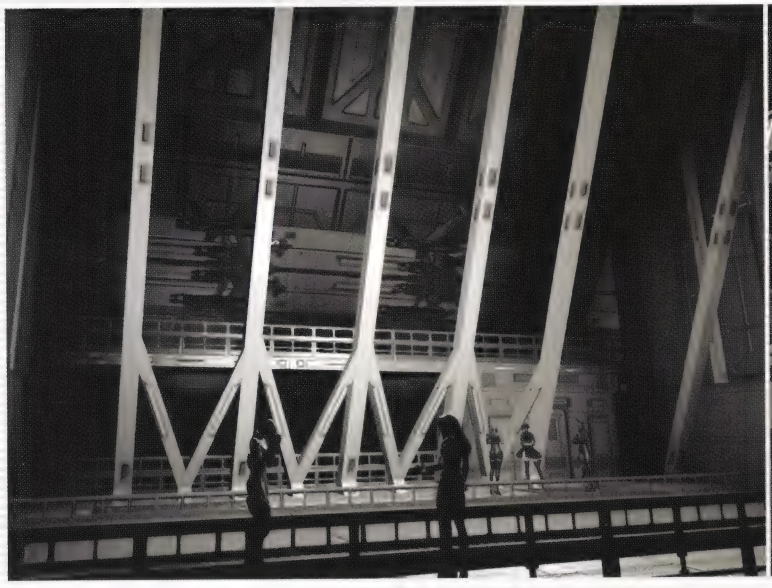
Access Points

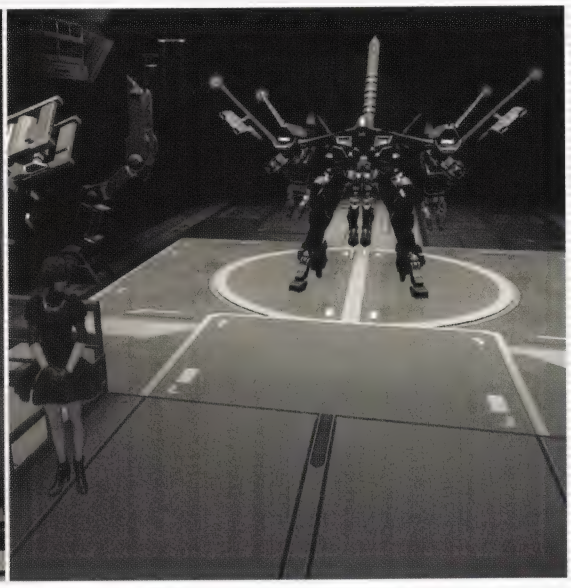
Devices that perform backups of android memory data. They possess a variety of functions that allow activities such as mail checking and hacking practice. The same type of equipment is installed on the surface, but they are built to resemble vending machines from the old world in order to disguise them from enemies. The models on the surface also have a protective shield function that activates during times of emergency to prevent machine lifeforms from stealing data. The Development Department is beta testing a feature that will allow access points to transfer data among themselves, and they plan to release them sequentially within a month.



Large Terminal

Equipment installed in the server room that communicates with the outside world. Anyone who wishes to use it must first request permission. It can be used even in poor transmission conditions, and if there's a scanner-type android available, it's also possible to directly hack into machine lifeforms located on the surface from the Bunker. Access to the Council of Humanity on the moon is centrally managed here as well. Because the library has many fascinating features, we plan to investigate it at a later time.





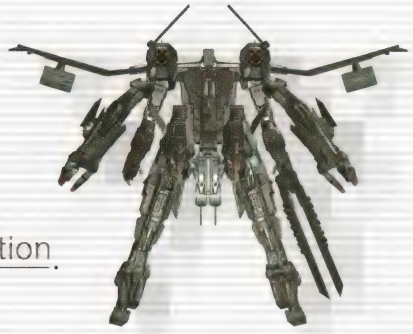
Hangar

The area where flight units are stored. YoRHa members who descend to the surface equip flight units here, and they sortie from the installed catapults. Members who perform maintenance on aircraft are stationed within the hangar.

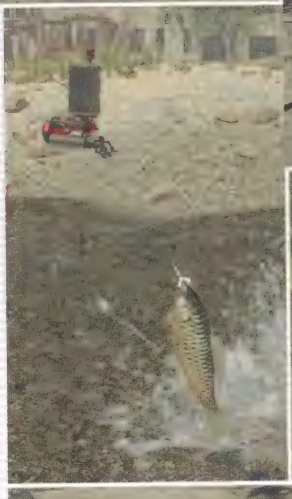
Flight Configuration

Flight Units

Equipment used by YoRHa soldiers for descent to Earth and suppression missions. Along with the ability to enter the atmosphere on their own, they're armed with a Gatling gun, a blade, and missiles. They can take on two different forms: a flight configuration, which emphasizes the highest possible speed for long-distance movement, and a mobile configuration, which emphasizes mobility during combat. Black is their basic coloring, but when a captain equips one, it changes to white in order to be distinguishable. Their operating costs are extremely high, so the use of a simulator is required during training.



Mobile Configuration

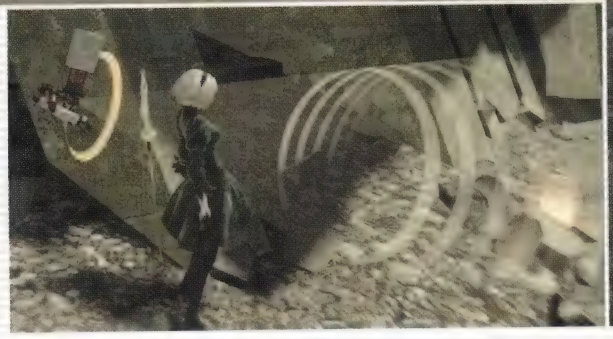


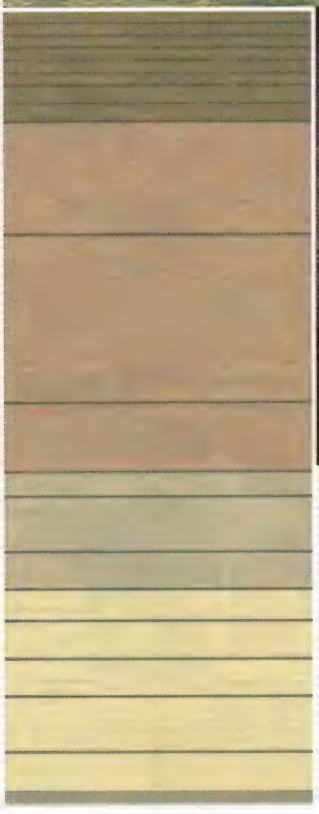
Pods

Pods accompany YoRHa androids and perform system support. Developed as a substitute for the shooting functionality of the G-model YoRHa prototype, they can fire from long distances and use special weapons via the pod programs. Pods move by hovering. They also have the ability to capture aquatic creatures as part of their support and research duties.

Three pods can be owned by a single person. They are managed under the names Pod 042 A, Pod 042 B, and Pod 042 C (for example). Fundamentally, authority over a pod's actions is entrusted to the YoRHa unit it supports.

*Amendment: It is prohibited to disclose information about pod function processing that's related to Project YoRHa.



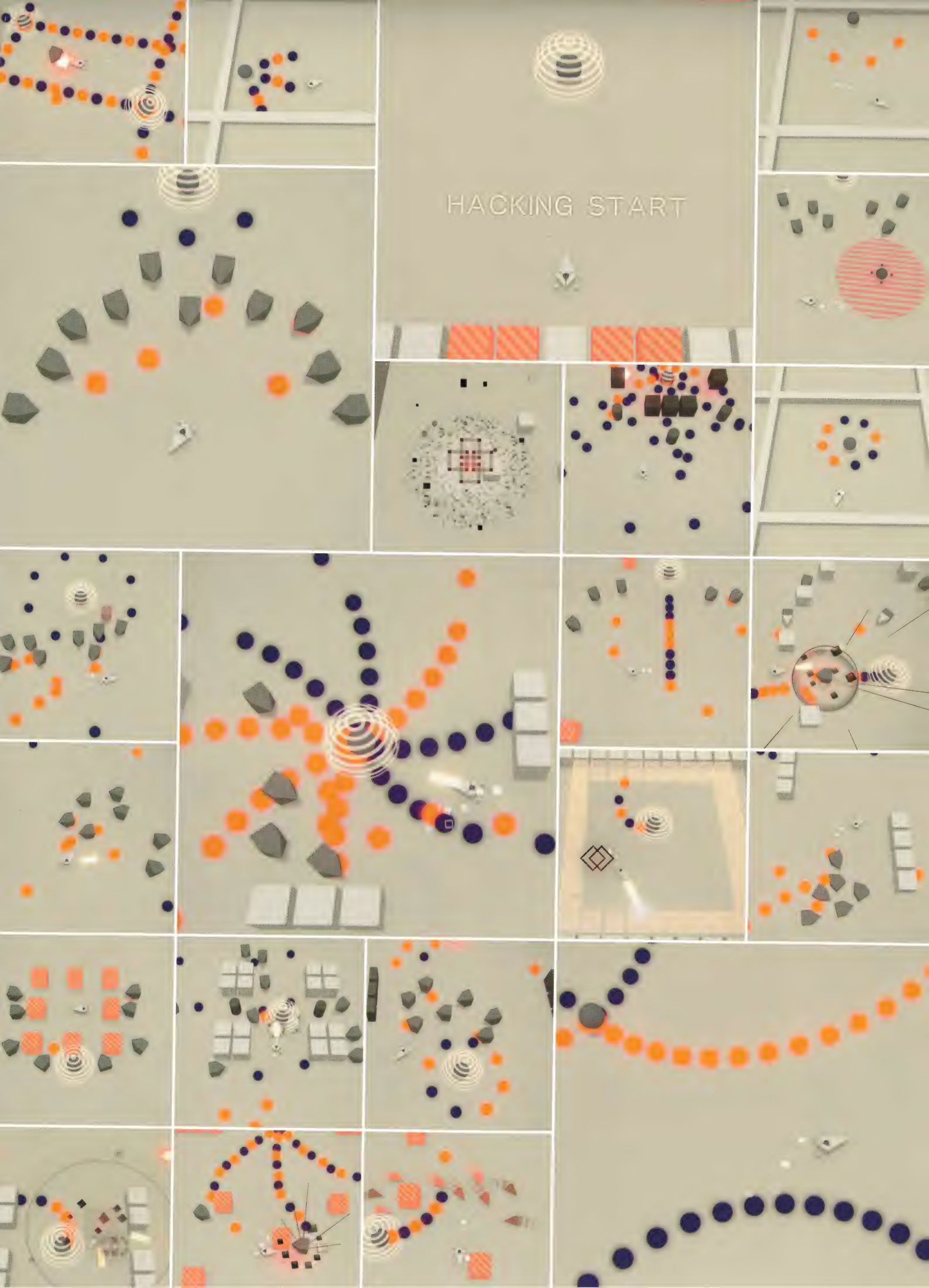


Plug-In Chips

Chips that expand the functionality of an android's body. They can increase the flow of real-time information or enhance battle ability or hacking functionality, among other capabilities. Each individual can customize them to his or her liking. Removal of the OS chip means death, so they must be managed with extreme care. Machine lifeforms use plug-in chips as well, and there are reports that their chips are more carefully optimized than those used by androids.

Hacking Function

The hacking function of scanner types allows them to access, control, and destroy machine lifeforms. A machine lifeform controlled in this manner can act as an intermediary, as well as enable further hacking of a different machine. There's a strong possibility of encountering resistance in the cyberspace when hacking, and the user risks damage to his or her body if the hacking fails. Because of the danger of logic virus contamination, only S-type models are permitted to utilize hacking.


HACKING START

ABANDONED FACTORY REPORT

4120706c6163652077686572652076f647320617265206f726e2e

K.K.

K.K.

Research Division Report:

The abandoned weapons factory was built in the era of the old world. It was formerly located inland, but due to geological shifts, it is now half-submerged. It used to be in complete ruins, but ever since an accident involving explosives in 7645 CE, machine lifeforms have resided there.

K.K.

Research Division Report:

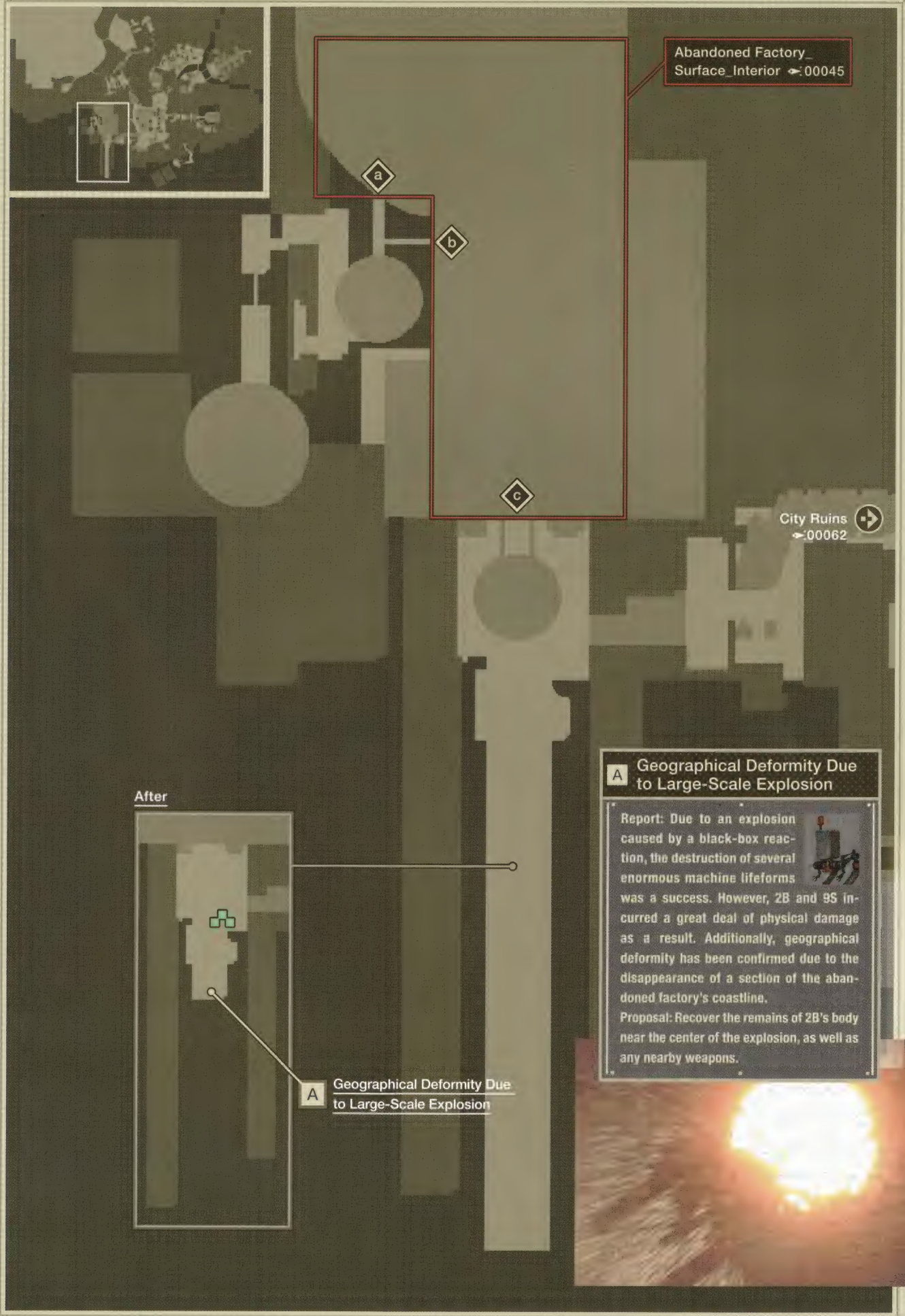
Fourth section: Sewage treatment facility. When it was still in use by humans, thousands of laborers were employed here. A dining hall was built next to the sewage treatment facility for the purpose of efficient movement between buildings, and records remain of employees voicing their criticisms of this layout. Nowadays, machine lifeforms use it as an oil purification tank.

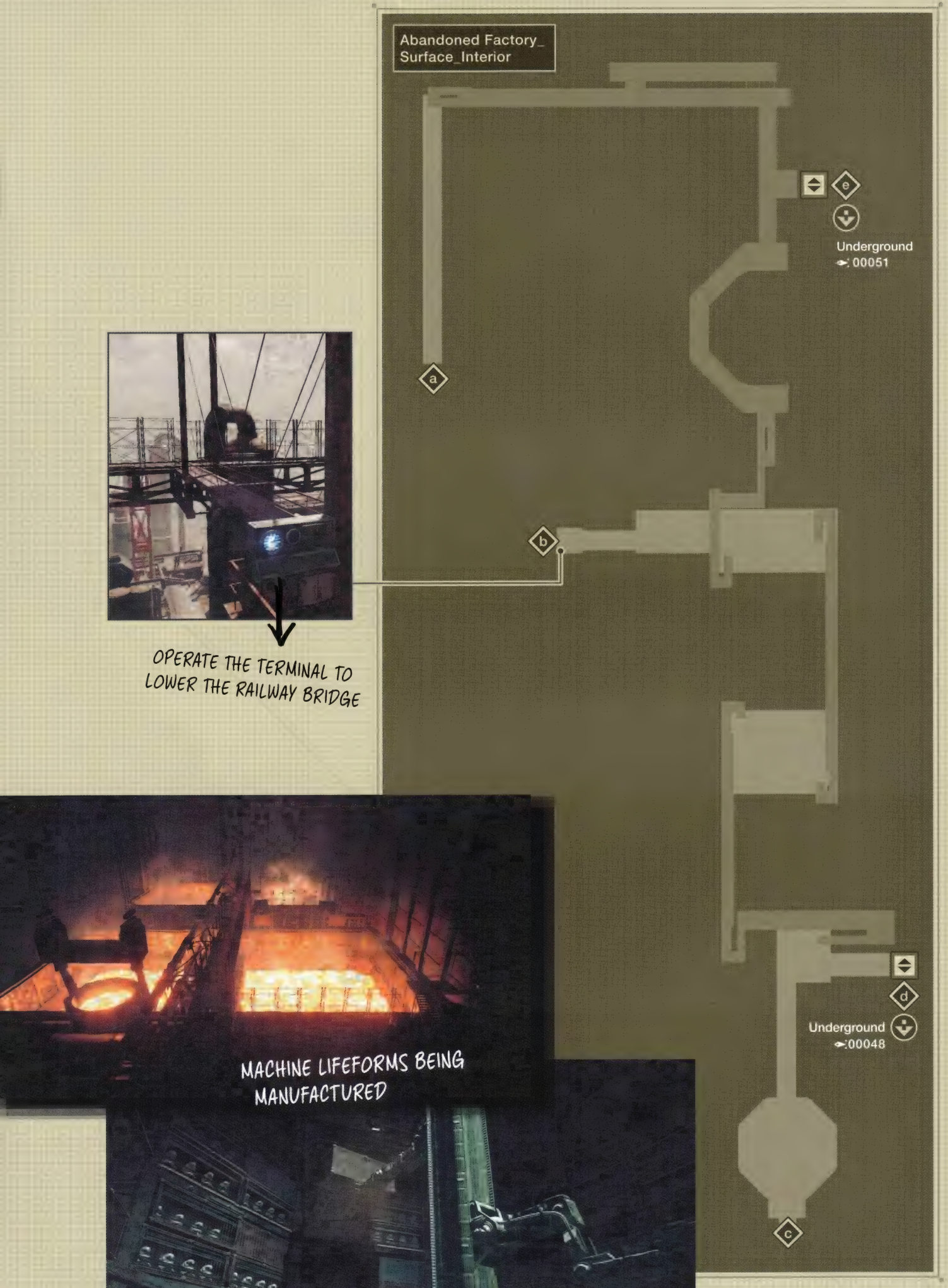
K.K.

Research Division Report:

Thirteenth section: Weapons testing site. Among the weapons that humans manufactured, humanoid weapons called P22 and P33 were developed here. The testing site was used for activities such as inspecting the melee fighting abilities of those weapons, and a large-scale physical barrier generator was installed on the ceiling.

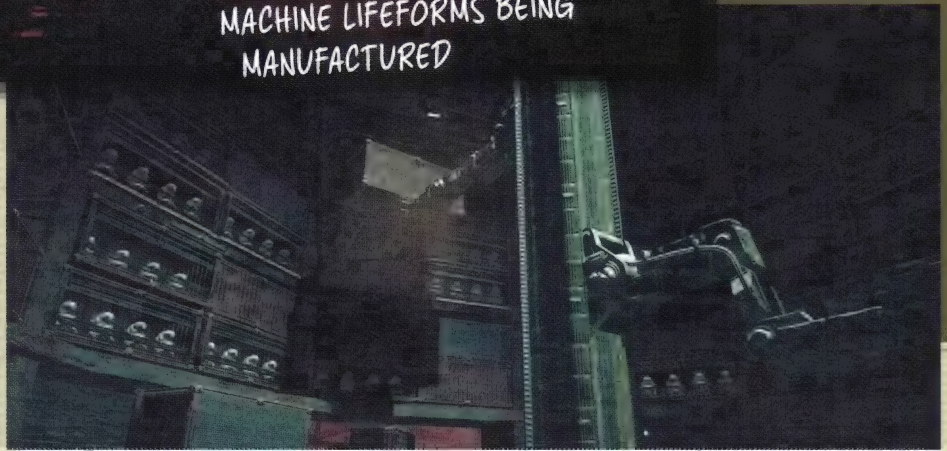
Abandoned Factory_Surface





OPERATE THE TERMINAL TO LOWER THE RAILWAY BRIDGE

MACHINE LIFEFORMS BEING MANUFACTURED

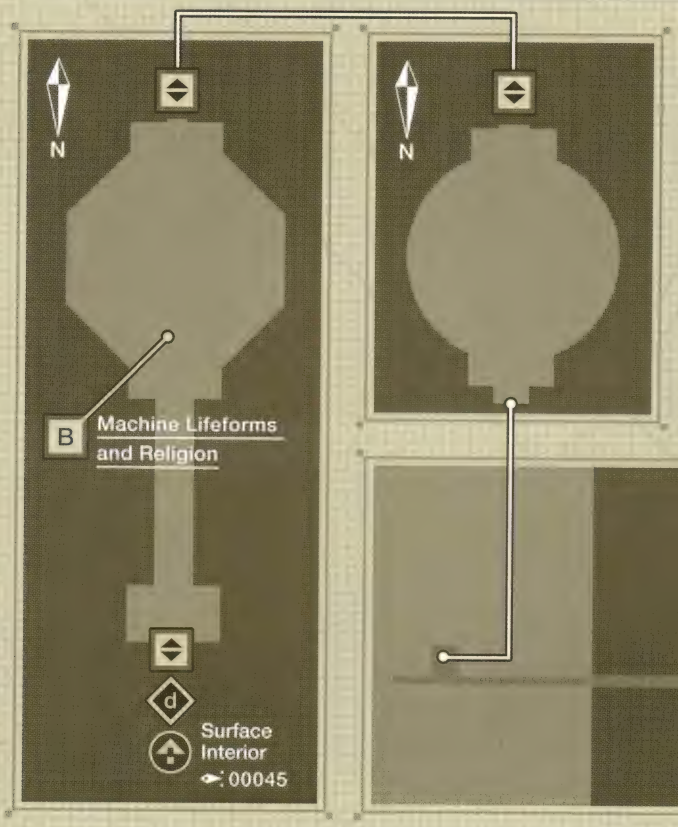


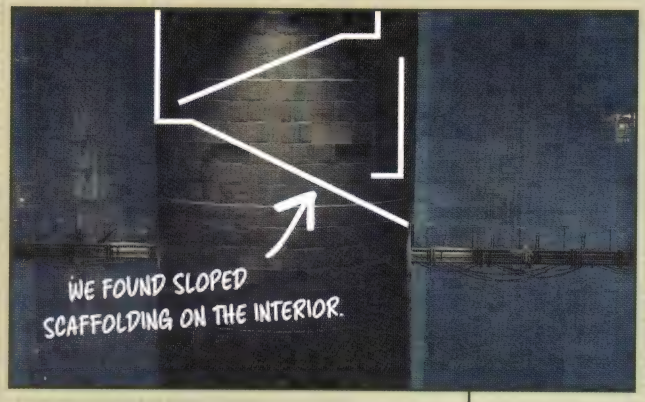
K.K.

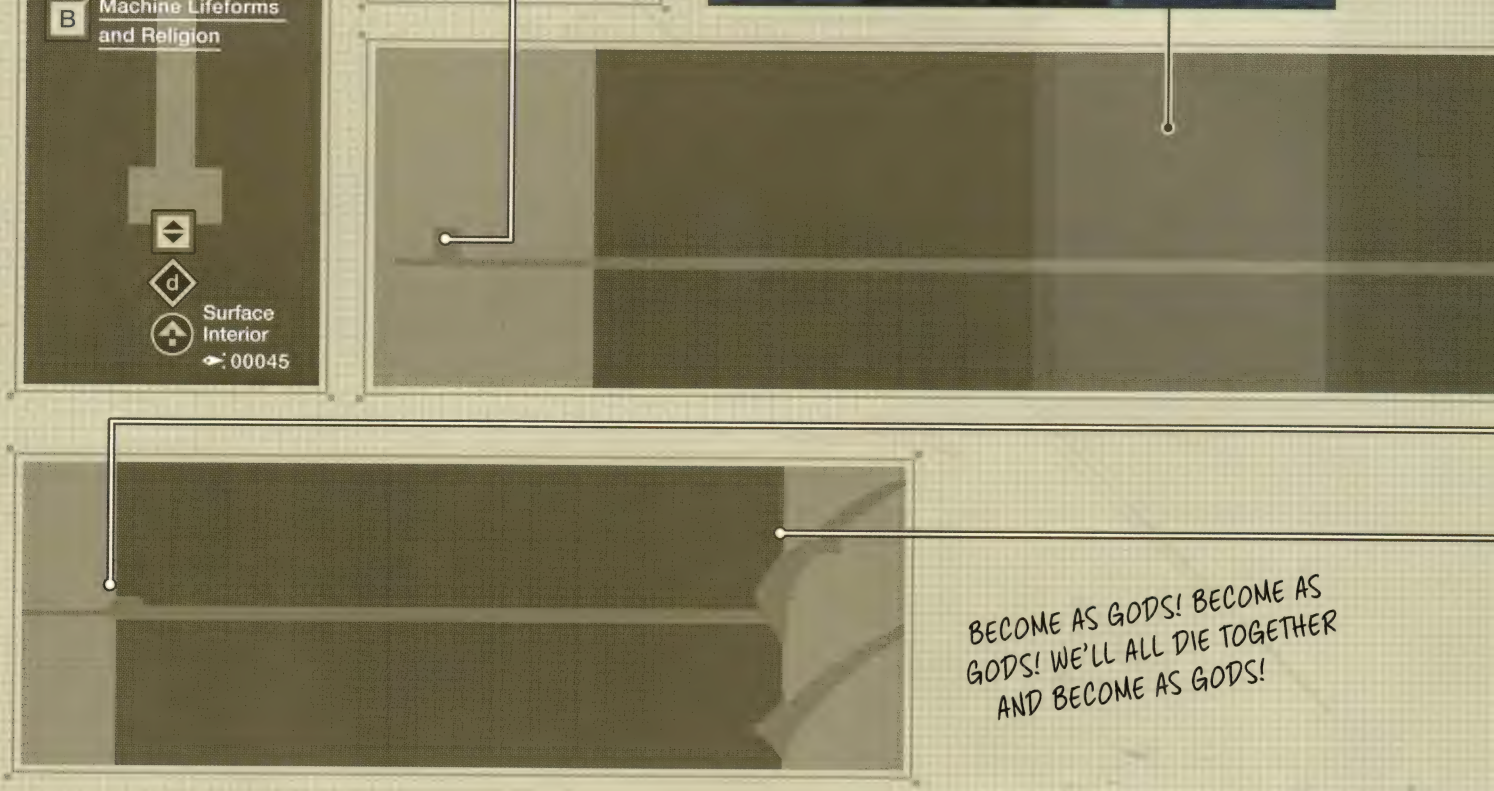
Research Division Report:

Underground section: Low-rise division. Peculiarly, the machine lifeforms that settled in the abandoned factory remodeled and created additions to the building. Most of the underground low-rise division was built by the machine lifeforms, but according to investigative reports, manufacturing activities are only performed in one area of this vast space. S-type models are currently carrying out their fourth investigation.

Abandoned Factory Underground

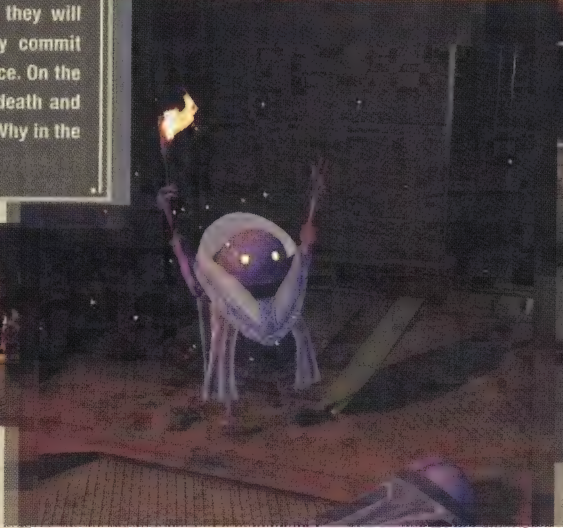


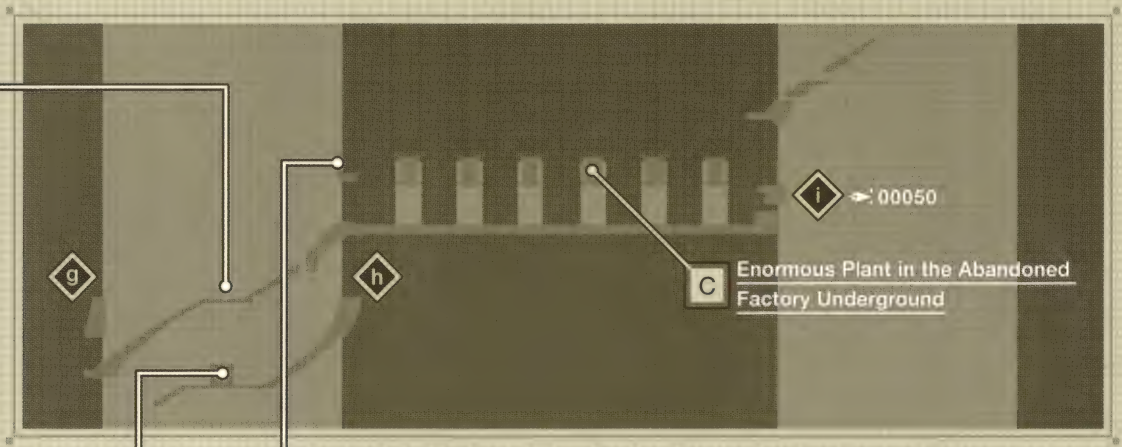


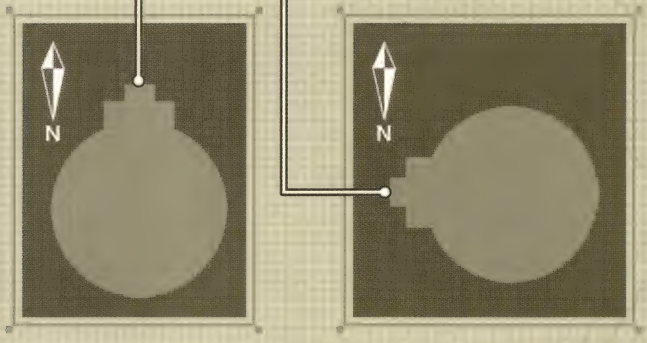


B Machine Lifeforms and Religion

Apparently, machine lifeforms who have disconnected from the network have a sense of self. A group that gathered in the abandoned factory seemed to have founded a "religion" as a result of their peaceful, conflict-free existence. It's exactly like human behavior . . . We have confirmed there are a certain number of individuals among the machine lifeforms who have decided they will become gods when they die, so they commit suicide by jumping into the blast furnace. On the other hand, there are those who fear death and kill their comrades out of desperation. Why in the world are there two different groups?

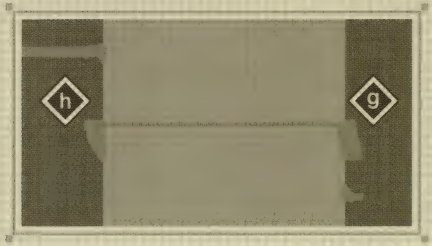


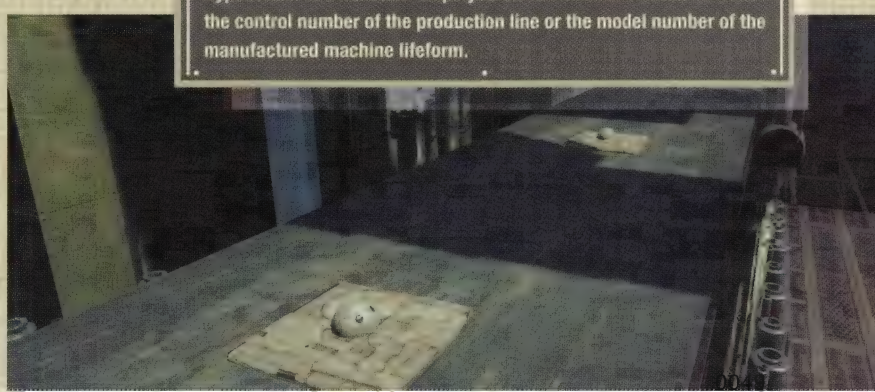




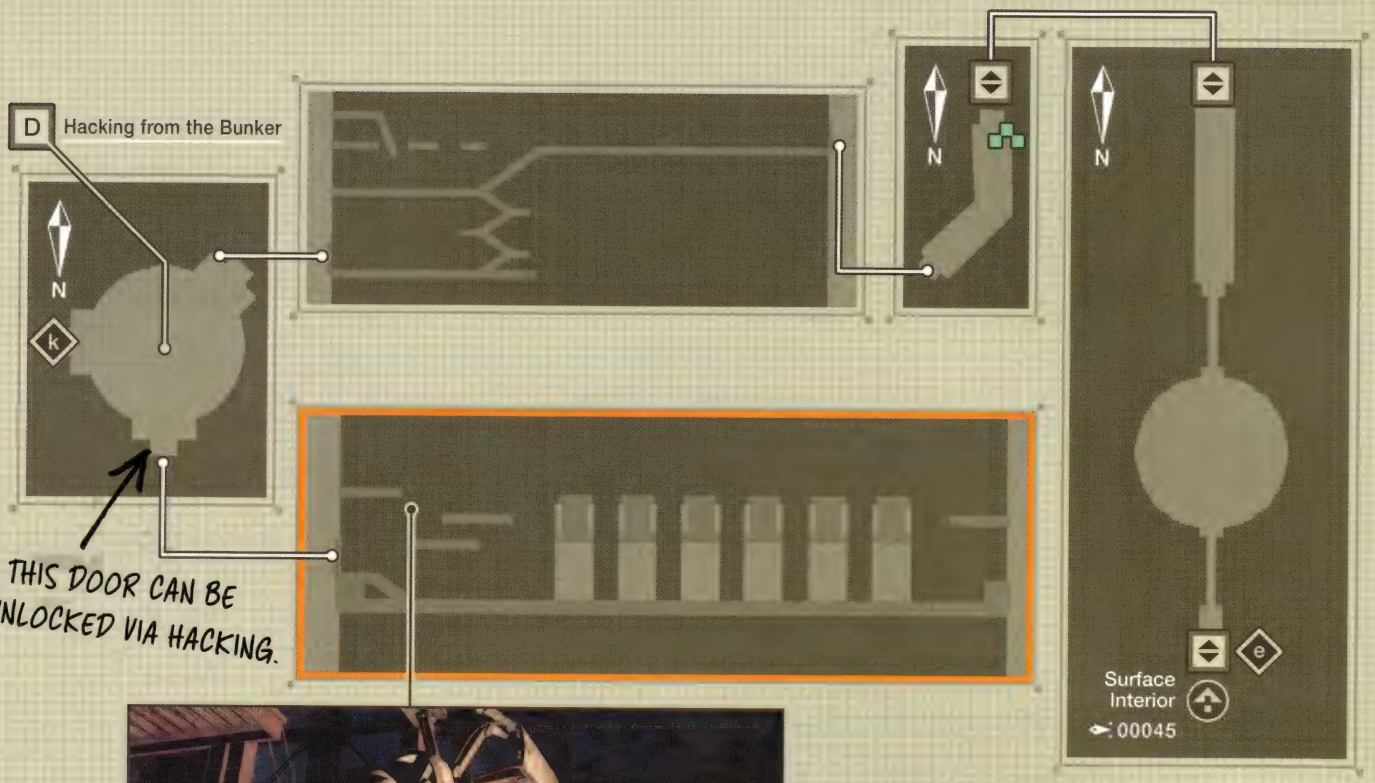
C Enormous Plant in the Abandoned Factory Underground

Report: The existence of a vast underground manufacturing plant has been confirmed. Conveyor belts flatten metal sheets, and the exteriors of small machine lifeforms are manufactured. The production speed for a single lane is one machine every five seconds. This is calculated to far exceed the rate at which YoRHa forces can destroy machine lifeforms.
Hypothesis: The numbers displayed on the structure could be either the control number of the production line or the model number of the manufactured machine lifeform.





N
i
00049
THIS DOOR CAN BE UNLOCKED VIA HACKING.
j
N
N
f
00049
SCAFFOLDING ON THE SIDE OF THE BUILDING TOO!
k
j



THIS DOOR CAN BE UNLOCKED VIA HACKING.

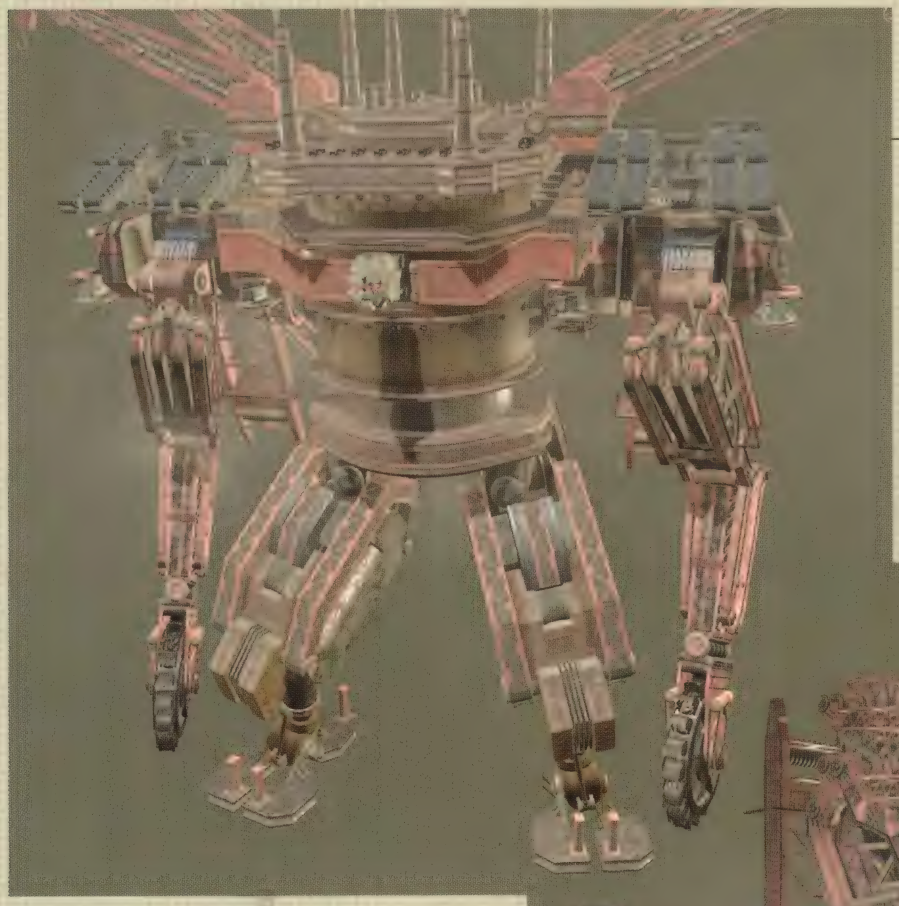
WE FOUND A MULTILEGGED MACHINE LIFEFORM THAT CAN MOVE ALONG THE SURFACES OF WALLS.

D Hacking from the Bunker

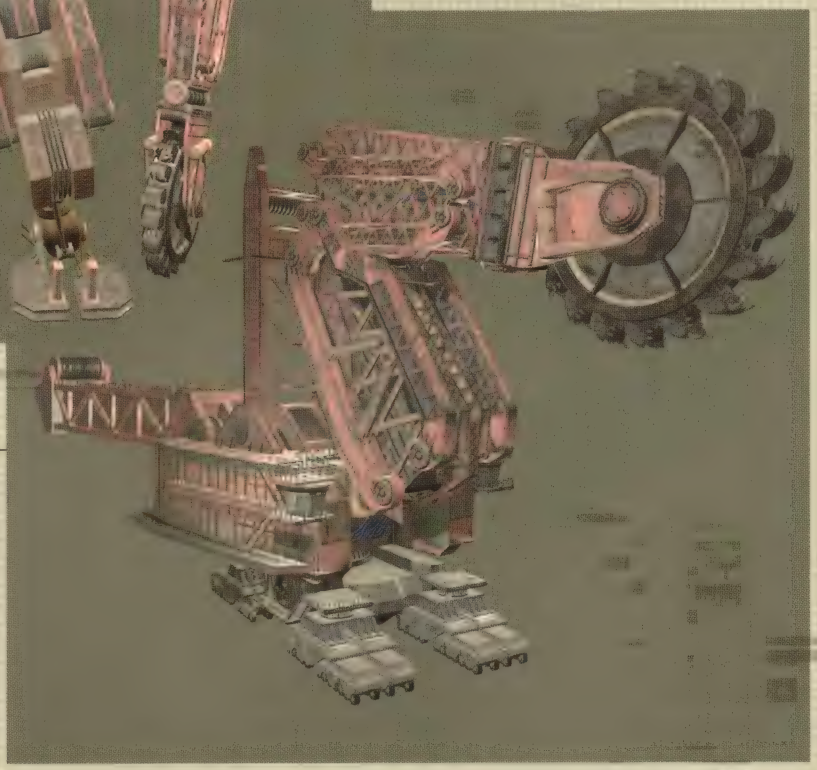
When I helped 2B escape from the factory, I practiced hacking a machine lifeform located in this room from the Bunker. As I hacked sturdier and stronger machines, I progressed toward my goal of meeting up with 2B. There was a mountain of discarded machine lifeforms, and even if the one I was controlling was destroyed, I was immediately able to hack into another. I can say that the operation was a success.

Special Machine Report

Engels/Marx



Engels is an infantry unit that can transform between a fortification and a destructive force. Its arms are the result of modifying and combining with the heavy equipment machine lifeform known as "Marx." When not in combat, it disguises itself as a building. It's capable of combining with two other Marx units to form an enormous weapon. Several of these have been observed, and surviving records indicate that the individual with serial number 110-B was manufactured in 11934 CE.



The Goliath-class machine lifeform Marx in its form that resembles heavy machinery. It's so large that it has been mistaken for the target during operations to destroy gigantic weapons. Because it can attach to an Engels to become an arm, it's conjectured that at least twice as many of them are manufactured compared to Engels. The bucket-wheel excavator attached to its tip is capable of high-speed rotation, and it easily destroys any structure it touches.

CITY RUINS REPORT

546865207665737469676573206f66206d616e6b696e642c2077686f20617265206e6f7720657874696e63742e

K.K.

Record of Reclamation Management of Mankind's Legacy: The damage sustained through combat in the region invaded by machine lifeforms was relatively light, but due to low conservation priorities, the damage has worsened over time. Without the work of a maintenance team, there are no prospects of improvement in the foreseeable future. The Low-Priority Sector Abandonment Plan submitted to the Council of Humanity was recently rejected. The most important repair points were inferred from the documentation team's investigative report, so emergency first aid for those points is progressing.

K.K.

Record of Reclamation Management of Mankind's Legacy: Photo taken from the vicinity of the Resistance camp. Gigantic vegetation that wasn't seen in the old world has eroded buildings and should be dealt with as soon as possible. However, because this may conflict with the preservation of plants that appear to be a new species, verification in advance is required. Additionally, several species of metal fish released into bodies of water by machine lifeforms have been confirmed. They are to be destroyed as soon as they are found.

K.K.

K.K.

Record of Reclamation Management of Mankind's Legacy:
This is the site of a ruined commercial facility known as the "Tokyo Department Store" in the old world. Because it preserves a great deal of mankind's valuable legacy, this is designated in the controlled playback as an important site. However, machine lifeforms frequently appear here, making preservation efforts difficult.

K.K.

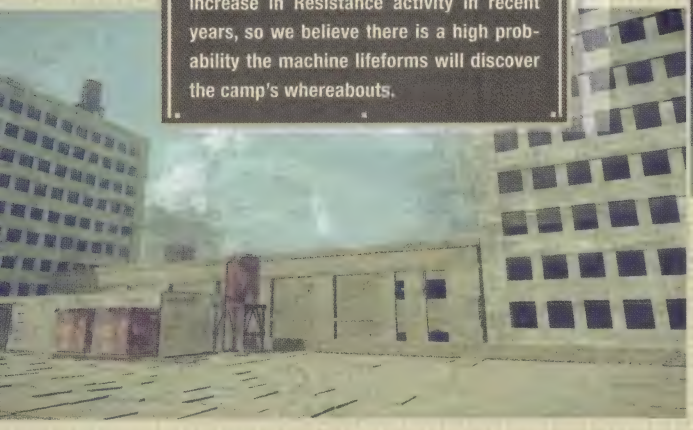
Record of Reclamation Management of Mankind's Legacy:
This is a panoramic view of the Resistance camp area of the city ruins. We have confirmed that the number of nonhostile machine lifeforms is increasing in this area. If these individuals are studied, we may discover a method of neutralizing machine lifeforms.

*Amendment: This entry is scheduled for deletion.

City Ruins before Collapse

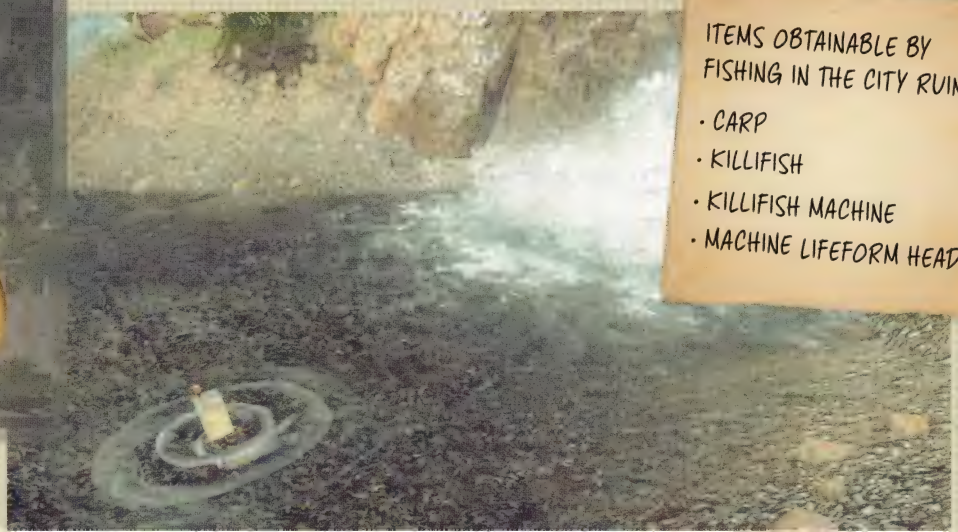
A Temporary Landing Point

When we descended to the surface from the Bunker in flight units, this is where we landed. The spot was established away from the Resistance camp to prevent the disclosure of its location to the machine lifeforms. However, there has been an increase in Resistance activity in recent years, so we believe there is a high probability the machine lifeforms will discover the camp's whereabouts.



B Ecosystem of the City Ruins

Report: Wild boar and deer are confirmed to inhabit the city ruins.
Hypothesis: The flourishing vegetation in urban areas has created an environment suitable for the ecological preservation of herbivorous creatures.
Alert: These creatures are capable of a powerful charge, and have the ability to kill or maim with their tusks and antlers.
Report: Aquatic life and machine lifeforms in the shape of fish have been detected. The fish-shaped machine lifeforms were created to exterminate the aquatic life that was a source of food for mankind. After achieving this goal, the machines were neglected and became wild. They now coexist with aquatic life.



ITEMS OBTAINABLE BY FISHING IN THE CITY RUINS:

- CARP
- KILLIFISH
- KILLIFISH MACHINE
- MACHINE LIFEFORM HEAD

C Giant Vegetation

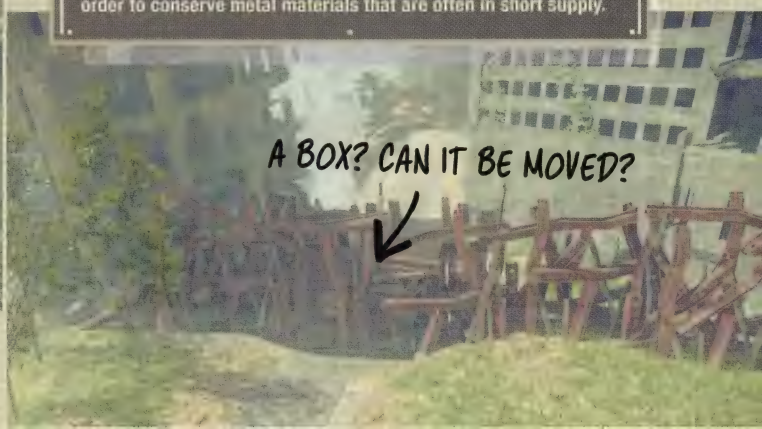
Report: Vegetation flourished after mankind evacuated to the surface of the moon. Some of the plants are confirmed to have grown enormous.
Hypothesis: It is very likely that the plants' growth is the result of chemical contamination.
Proposal: Investigation of plants diverges from the primary task of this operation. The optimal choice is to await investigation by Resistance support units.

D Commercial Facility Ruins

The remains of a commercial facility have been discovered to the north of the city ruins. This facility is commonly referred to by such names as "shopping mall" or "department store." Humans once spent their days off shopping or dining in this place. Machine lifeforms will most likely need to be completely annihilated in order for us androids to ever be able to enjoy that kind of leisure time.

E Barricades

Report: These are protective walls that were hurriedly constructed to defend certain areas from enemy invasion. Those made by the Resistance and those made by machine lifeforms have a number of differences, such as the materials used. Machine lifeforms are not proficient at delicate work, so they gather steel frames and similar items into a cumbersome pile. After forming a framework with steel pipes and joints, androids affix galvanized sheet iron and wooden planks in order to conserve metal materials that are often in short supply.

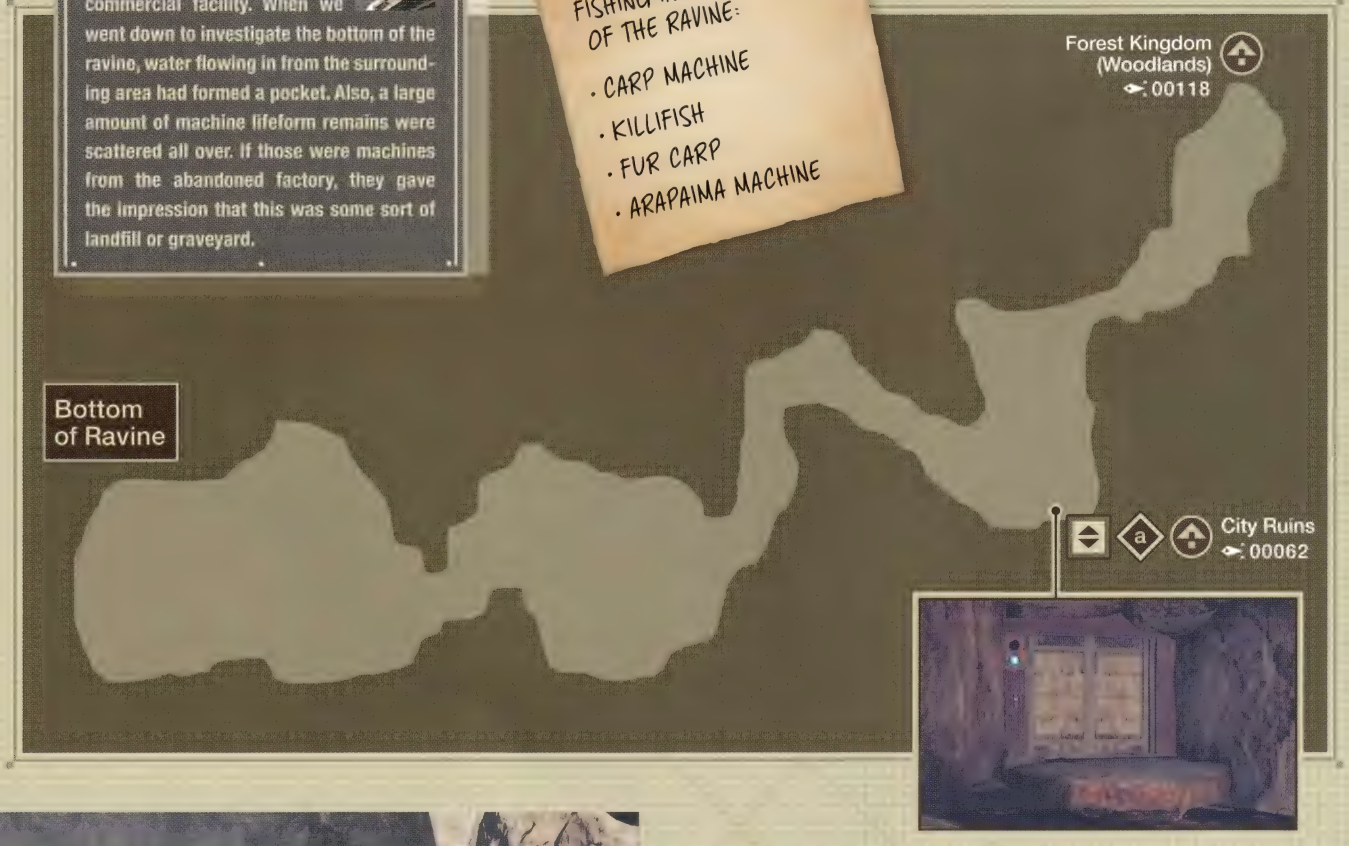


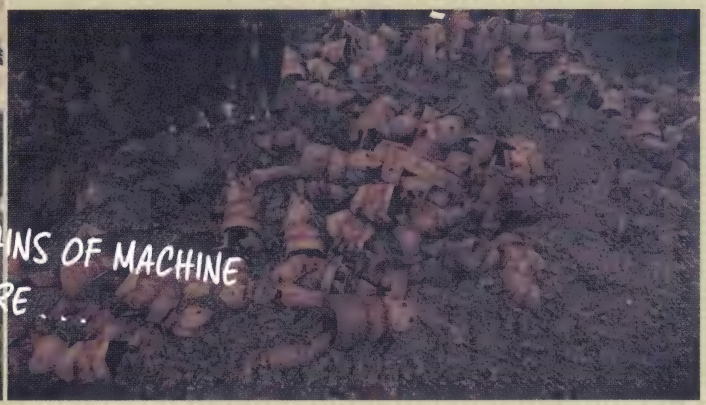
F Ravine

You have to cross a suspension bridge that hangs over a steep ravine to access the ruins of the commercial facility. When we went down to investigate the bottom of the ravine, water flowing in from the surrounding area had formed a pocket. Also, a large amount of machine lifeform remains were scattered all over. If those were machines from the abandoned factory, they gave the impression that this was some sort of landfill or graveyard.

ITEMS OBTAINABLE BY FISHING IN THE BOTTOM OF THE RAVINE:

- CARP MACHINE
- KILLIFISH
- FUR CARP
- ARAPAIMA MACHINE





COUNTLESS REMAINS OF MACHINE LIFEFORMS HERE . . .

K.K.

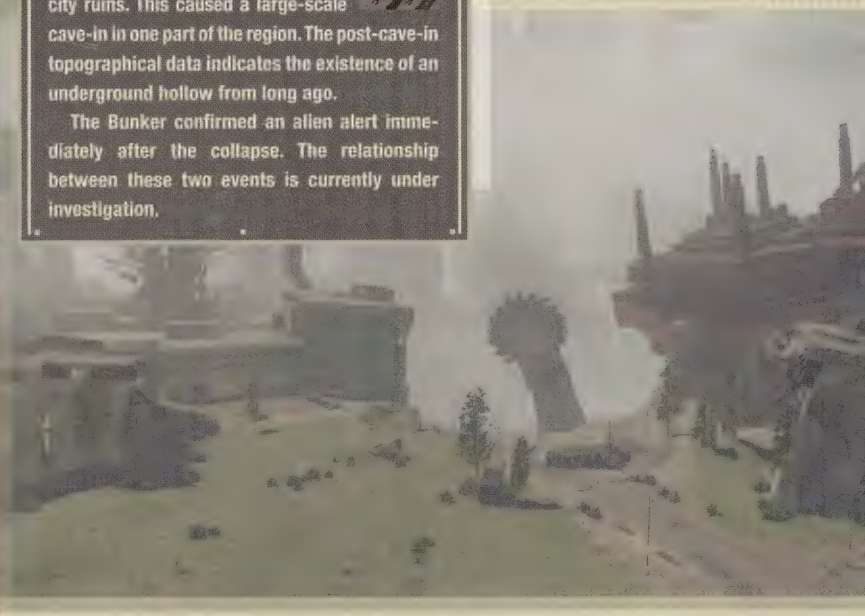
Record of Reclamation Management of Mankind's Legacy:
The area that caved in during a local battle on April 7, 11945. The underground hollow that originally existed here reverberated due to an explosion from an enormous machine lifeform and subsequently collapsed. The draft of the reclamation plan and the budget decisions are completed. However, the schedule has been suspended because investigation of the underground area is required.

City Ruins after Collapse

G Large-Scale Cave-In

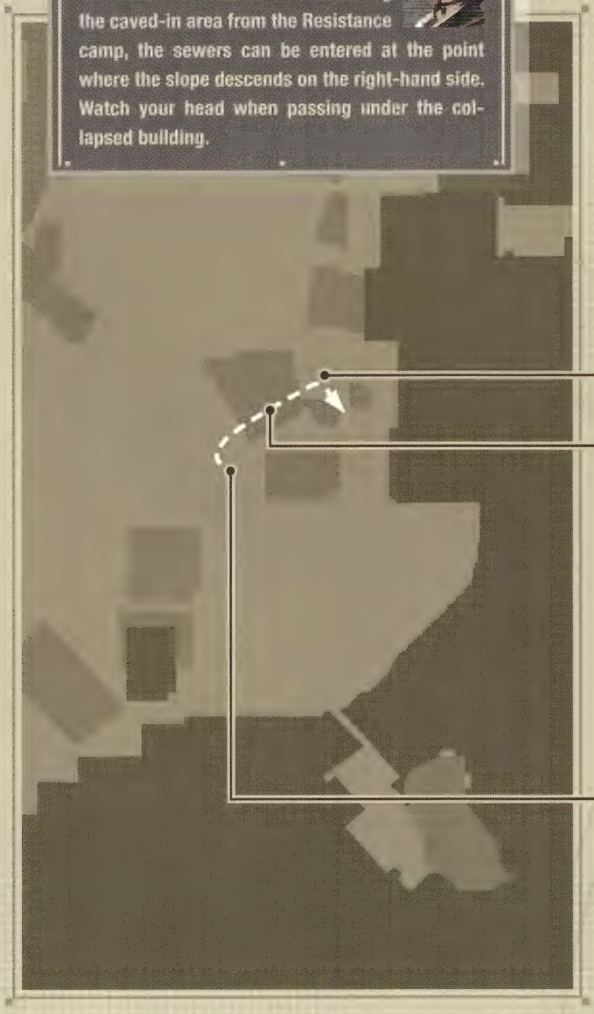
Report: Vibrations resonated within the Earth's crust, emitted by an enormous weapon that appeared in the city ruins. This caused a large-scale cave-in in one part of the region. The post-cave-in topographical data indicates the existence of an underground hollow from long ago.

The Bunker confirmed an alien alert immediately after the collapse. The relationship between these two events is currently under investigation.



H Sewers Leading to the Flooded City

It's now possible to reach the flooded city from the caved-in area of the city ruins via the sewers. After entering the caved-in area from the Resistance camp, the sewers can be entered at the point where the slope descends on the right-hand side. Watch your head when passing under the collapsed building.

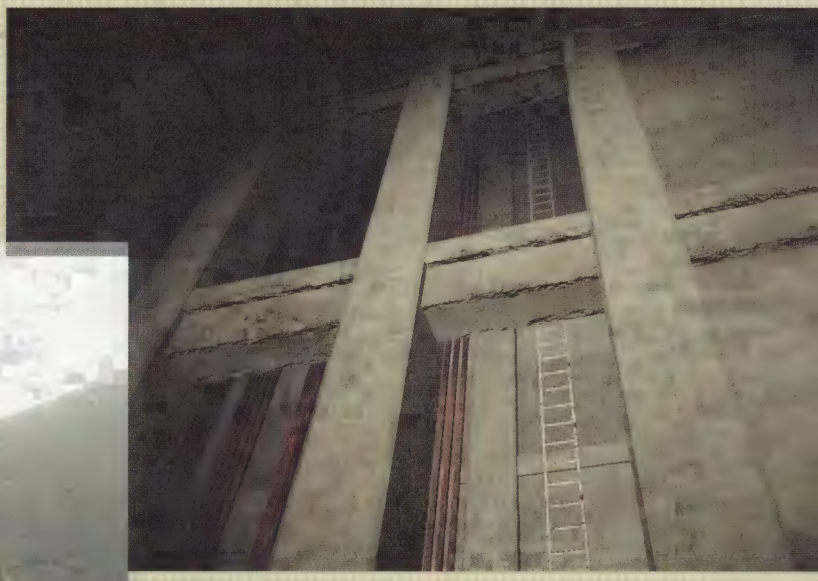


I Unidentified Driving Object

Report: Mysterious high-speed object detected in the city ruins. Its shape resembles a three-wheeled motorcycle once used by mankind as transportation. It transmits a distinctive voice through its megaphone as it travels a specific route on the western side of the city ruins. All recorded photographs have been unclear; it is hypothesized that this is due to special radio waves emitted by the subject.
Proposal: Use Pod fire to force it to stop.

J Skyscraper

The skyscraper near the landing point is much bigger than the surrounding buildings. Each floor is spacious, and the ground floor has an entrance to what appears to be a parking lot. You can also see what remains of an elevator that traveled directly to the rooftop. Our conjecture is that the building used to be either a hotel or an office. The remains of the elevator include a ladder that's thought to have been used for maintenance. It extends from underground all the way to the rooftop.

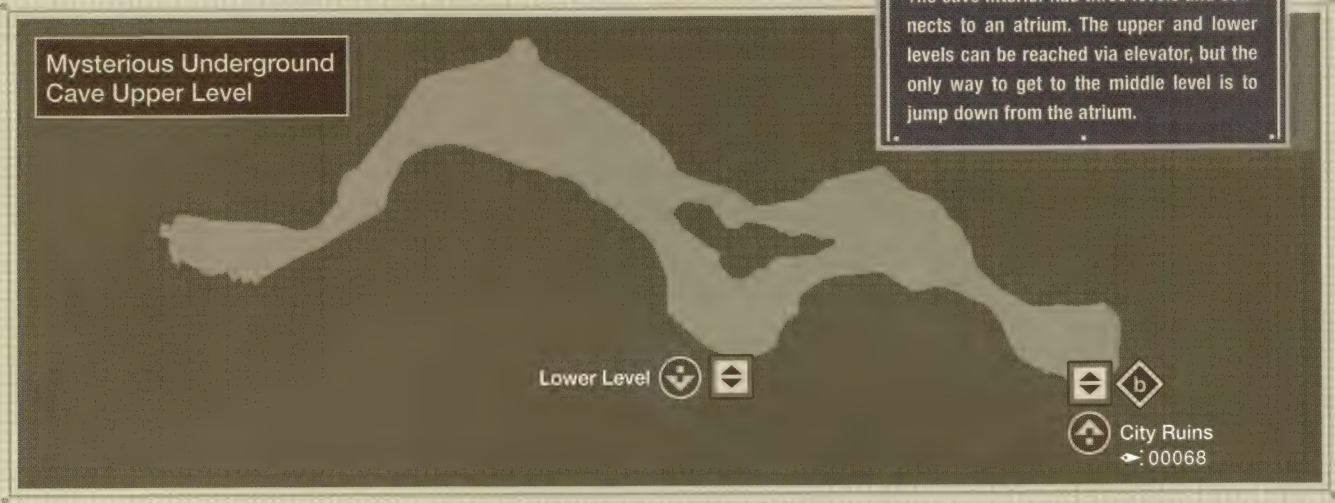


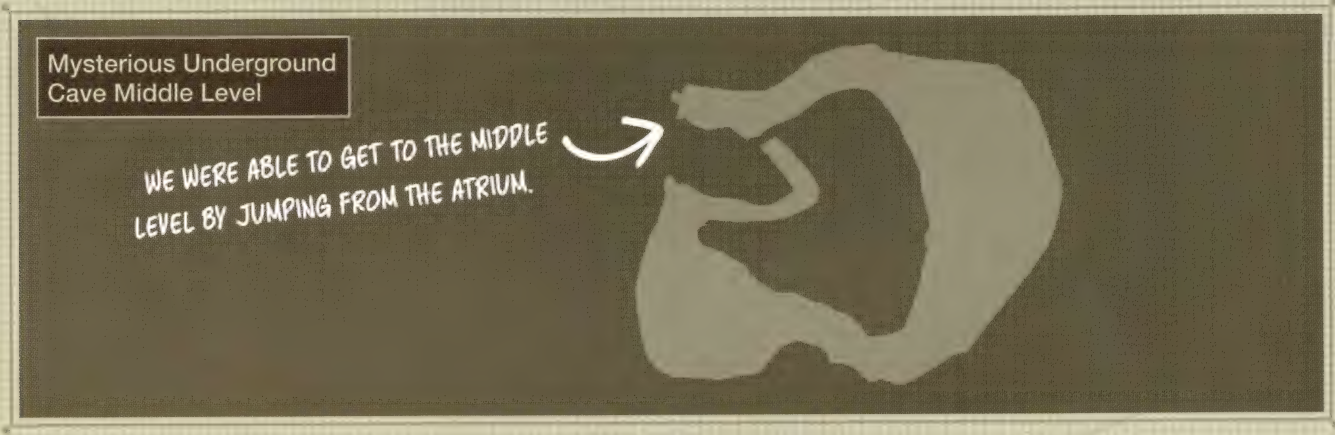
K Enormous Weapon Wreckage

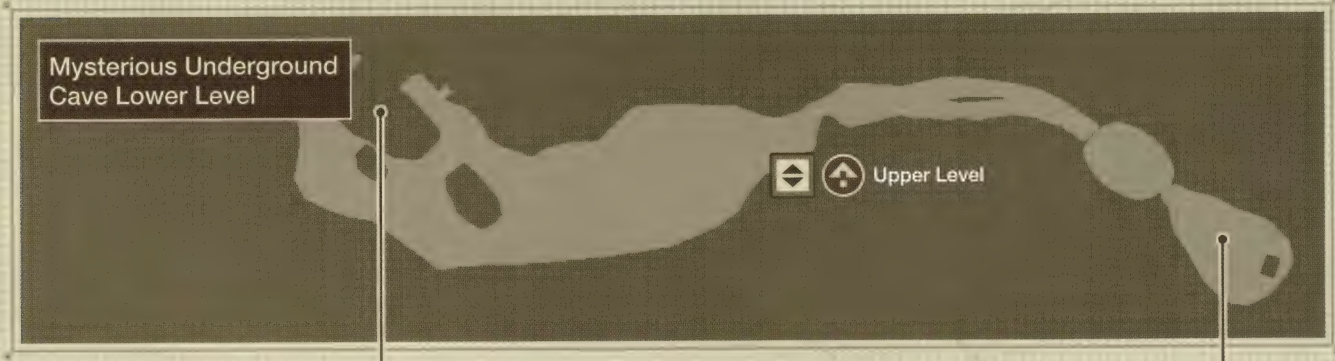
The machine that caused the vibrations leading to the cave-in. When the cave-in occurred, the machine was buried underground. This seems to have caused its functions to cease. Since this is the type of machine lifeform that disguises itself as a building, don't drop your guard around it, even if its functions appear to have stopped. There's a possibility that other machine lifeforms will come to recover materials from its remains, so it's been decided that we should check on it periodically.

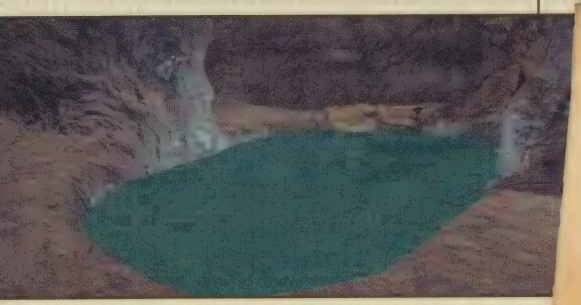
L Mysterious Elevator

When we entered one of the sewer pipes exposed by the cave-in, we discovered an elevator. It took us deep underground, where we exited into a huge cave. The cave interior has three levels and connects to an atrium. The upper and lower levels can be reached via elevator, but the only way to get to the middle level is to jump down from the atrium.









ITEMS OBTAINABLE BY FISHING IN THE UNDERGROUND LAKE:

- KILLIFISH
- KOI CARP
- CARP
- TWINFISH
- BLOAT FISH

Special Machine Report

Boku-Shi

The Goliath-class multilegged machine lifeform known as "Boku-Shi." It has the ability to fire electricity from its feet and is equipped with three gun units on its front side. Additionally, the rear hatch releases small, self-destructing orbs and also pushes out linked-sphere types as weapons. We believe that countless small orbs are contained within its body. It can also take a spherical form by storing the gun units and legs in its torso.

RESISTANCE CAMP REPORT

466f6f6c6973682070757070657473207768f20617373756d656420746865206f726d206f662068756d616e732e

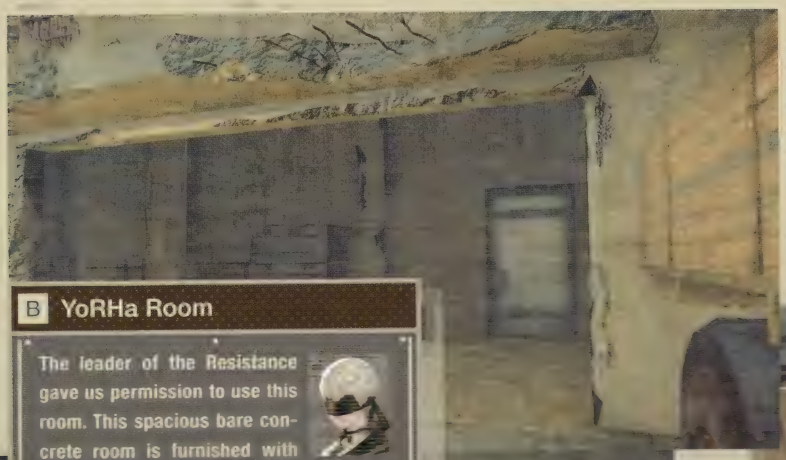
K.K.

Resistance Camp

THE CAMP MADE USE OF THE SLANTED HIGHWAY.

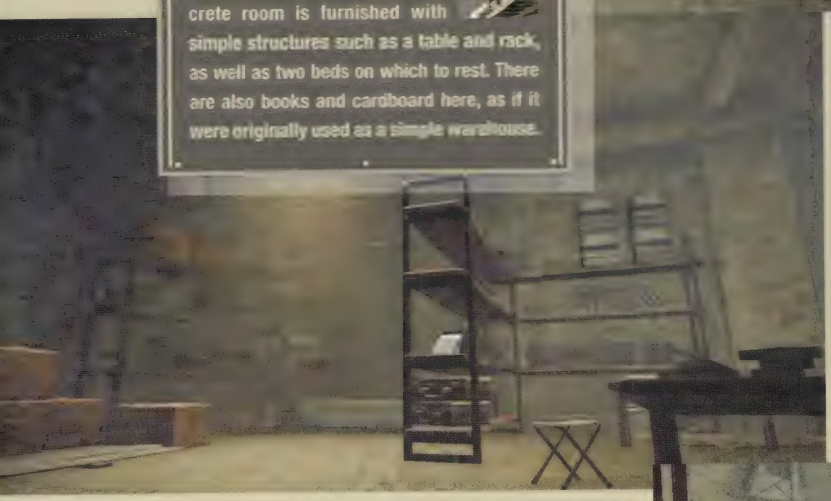
A Sunshade

If an android stays in direct sunlight for too long, their body temperature will rise and cause overheating. Of course, we're fully furnished with cooling systems to combat overheating, but they're not as effective as human perspiration. For that reason, we address the problem by erecting sunshades in areas with no ceiling. Since there's no nighttime in this region, time spent in the sunlight is inevitably longer than usual.



B YoRHa Room

The leader of the Resistance gave us permission to use this room. This spacious bare concrete room is furnished with simple structures such as a table and rack, as well as two beds on which to rest. There are also books and cardboard here, as if it were originally used as a simple warehouse.

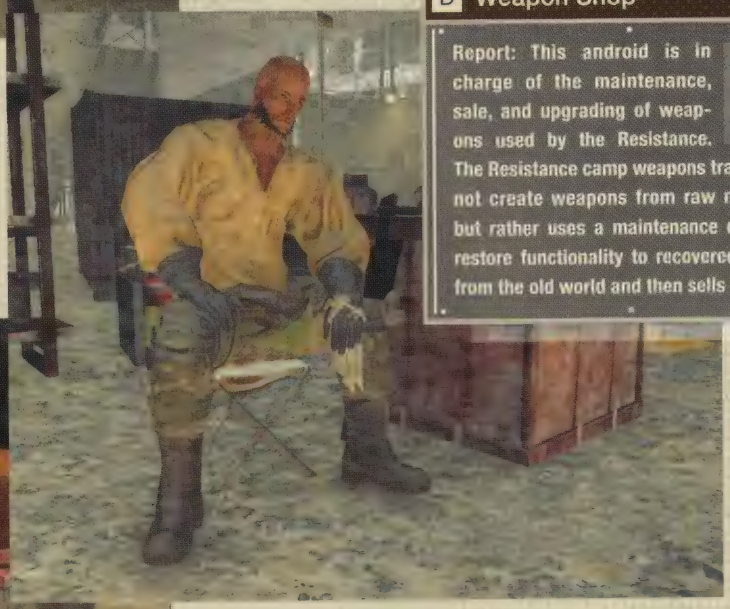


C Simple Rest Area

Report: This is a simple resting spot built for Resistance members to perform repairs and tune-ups, as well as to rest. The woman in charge of maintenance manages and maintains this area. She is polite, but she has audacious medical policies. She once even performed excess customization on an unwitting sleeping subject. Since that time, many Resistance members have refused to sleep in this location.

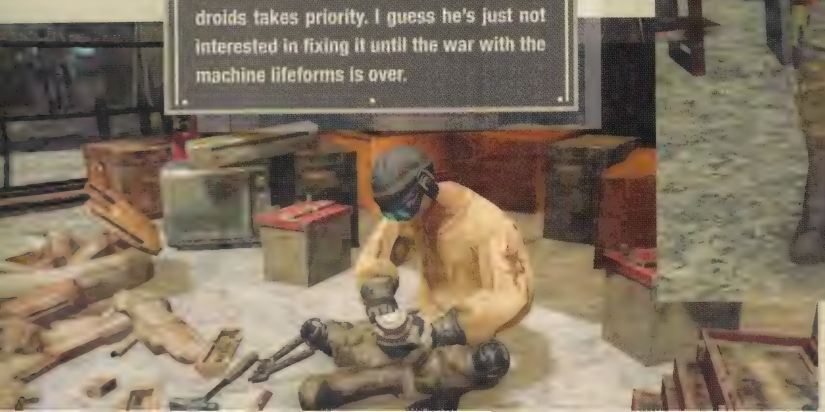
D Weapon Shop

Report: This android is in charge of the maintenance, sale, and upgrading of weapons used by the Resistance. The Resistance camp weapons trader does not create weapons from raw materials but rather uses a maintenance device to restore functionality to recovered objects from the old world and then sells them.



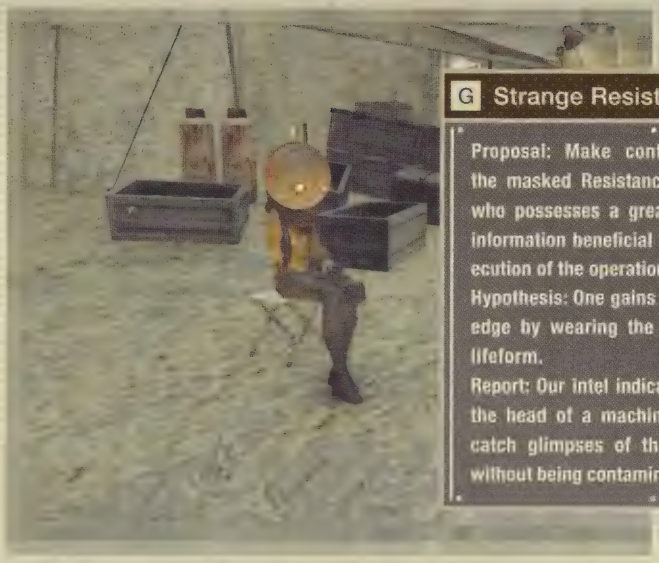
E Item Shop

An android who recycles junk and machine lifeform parts into tools and plug-in chips and then sells them. His own leg is malfunctioning, but repairing combat androids takes priority. I guess he's just not interested in fixing it until the war with the machine lifeforms is over.



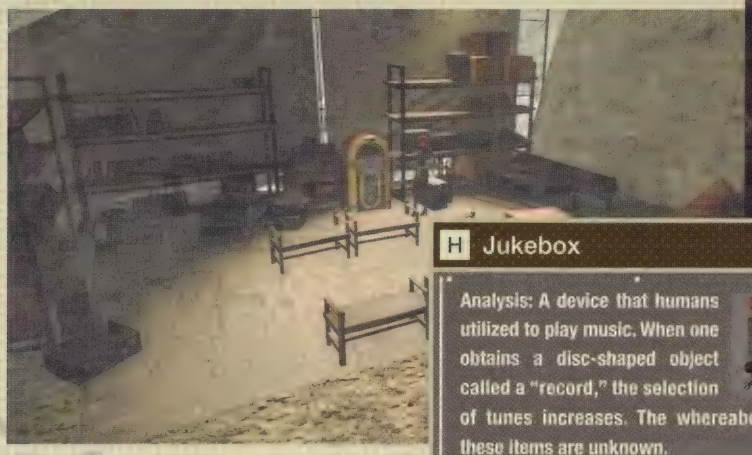
F Maintenance Shop

A specialist in everything related to androids and Pods. She sells Pod programs, fuses plug-in chips, and can even increase chip storage capacity or upgrade Pods. With her wealth of knowledge, she gives accurate advice not only on Pods and weapons, but also on YoRHa units. She provides medical treatment for those in the beds of the simple rest area, and she's in charge of its management and upkeep. Rumor has it that some of her medical policies are rather audacious, and the Resistance members stationed in the camp seem to fear her.



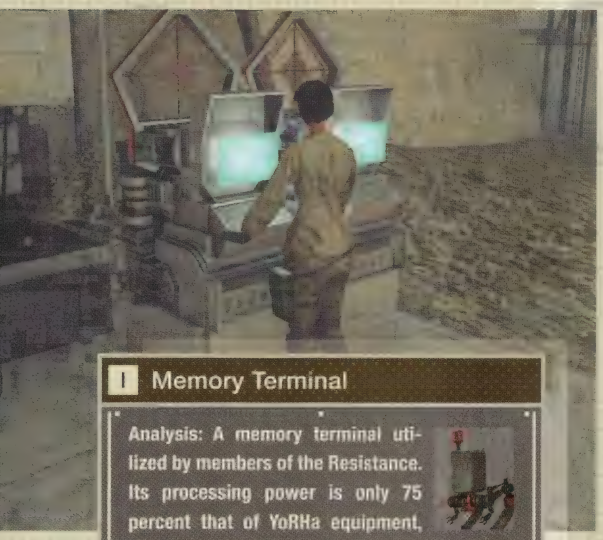
G Strange Resistance Woman

Proposal: Make contact with the masked Resistance woman who possesses a great deal of information beneficial to the execution of the operation.
Hypothesis: One gains some sort of knowledge by wearing the head of a machine lifeform.
Report: Our intel indicates that by wearing the head of a machine lifeform, one can catch glimpses of the machine network without being contaminated by a logic virus.



H Jukebox

Analysis: A device that humans utilized to play music. When one obtains a disc-shaped object called a "record," the selection of tunes increases. The whereabouts of these items are unknown.
Hypothesis: The number of remaining records is very small.



I Memory Terminal

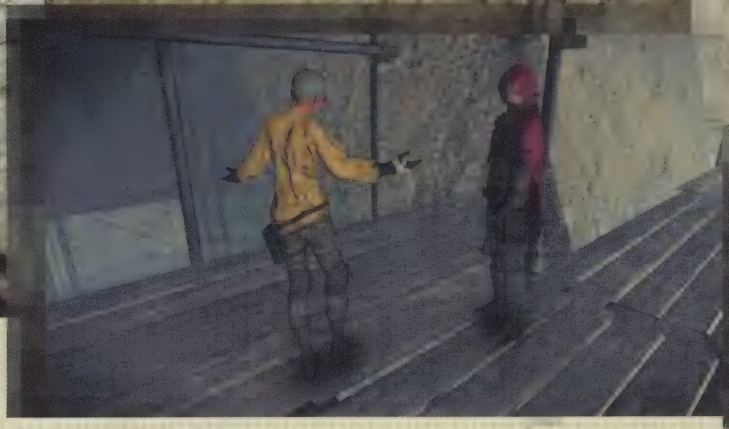
Analysis: A memory terminal utilized by members of the Resistance. Its processing power is only 75 percent that of YoRHa equipment, but other qualities such as being dust-proof, waterproof, and shock resistant make it the superior terminal for use in the field. A portion of the leader Anemone's memories are stored within it and can be read with her permission.

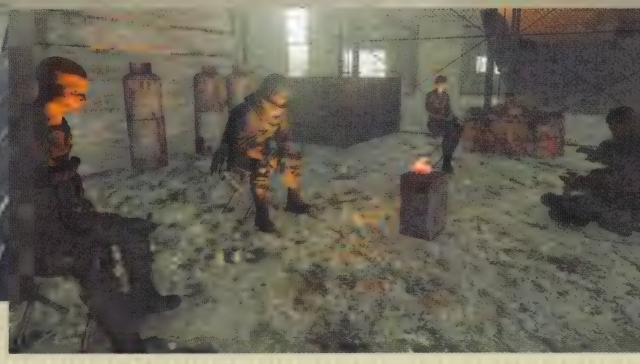
J Anemone

This woman is the camp's leader. She's lost many comrades in the war with the machine lifeforms, but she seems to have put her personal feelings aside when it comes to the group of peace-loving machines. I can say that she considers the advantages and disadvantages for all androids and possesses qualities that allow her to assess the characteristics of a great many people.

K Resistance Members

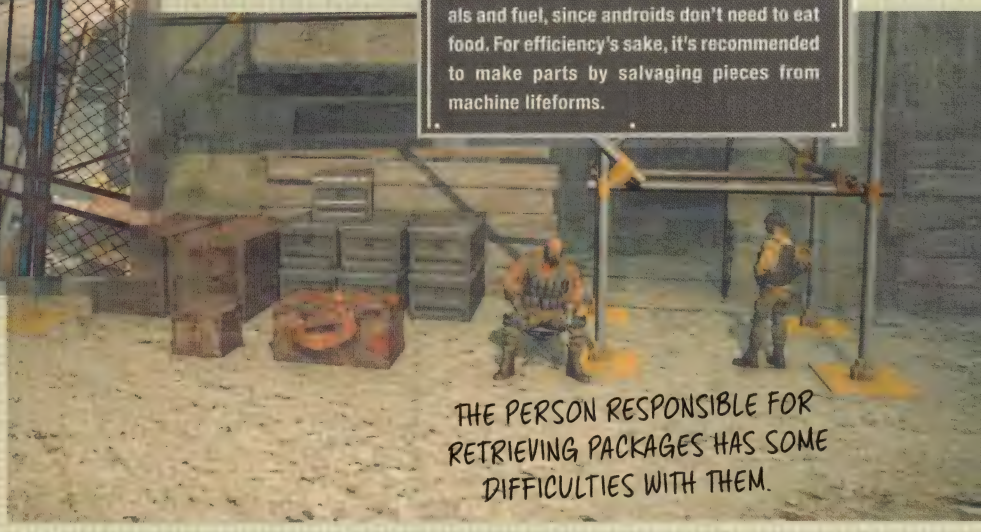
Although technically in a battlefield, Resistance members are permitted to enjoy diversions such as alcohol and fashion. Most of them are dressed appropriately for their respective roles, but we caught sight of some individuals among them wearing the heads of machine lifeforms or red hoods. Other than those, many members wear the symbol of the Resistance somewhere on their clothes. I could sense their determination.





L Warehouse

There's a warehouse deep inside the camp with an android specifically assigned to keep an eye on people entering and leaving. Materials are an indispensable lifeline for activity on the surface, so it's only natural to keep a strict inventory. Most of the stores are materials and fuel, since androids don't need to eat food. For efficiency's sake, it's recommended to make parts by salvaging pieces from machine lifeforms.



THE PERSON RESPONSIBLE FOR RETRIEVING PACKAGES HAS SOME DIFFICULTIES WITH THEM.

Y.N.

Anemone

Feature: Ranged combat | Height: 174 cm (with boots) | Weight: 161.4 kg | Bust: 80 cm | Waist: 55 cm | Hips: 86 cm | Eye color: Green | Hair color: Black

The woman in charge of Resistance activity on the surface. She obeys the policies of the Council of Humanity on the moon and cooperates with androids who descended to the surface. She considers the other Resistance androids to be like family, and their bonds are strong. In a past operation, she successfully destroyed a machine lifeform server located on the island of Oahu in the Pacific Ocean. Many of her comrades were killed on that mission, and she harbors a fierce hatred toward machine lifeforms.

Y.N.

Resistance Members

Feature: Ranged combat	Height: —	Weight: —	Bust: —	Waist: —	Hips: —	Eye color: —	Hair color: —

Androids who descended to the surface before YoRHa and have been battling the machine lifeforms ever since. They developed guerrilla warfare tactics to continue the long battle against the machines. Not only do they support the surface-deployed YoRHa squadron in their operations, but they also recover broken machines for repair and reconstruction. They're also in charge of helping with supply shortages. The Resistance is divided into groups of roughly twenty to thirty individuals who have deployed to various regions. Many of them wear white clothing that bears the symbol of the Resistance.

T.I.

Devola

Feature: Repair management | Height: 173 cm (with boots) | Weight: 159.6 kg | Bust: 79 cm | Waist: 56 cm | Hips: 85 cm | Eye color: Green | Hair color: Violet red

An old-style twin android manufactured over seven thousand years ago. She can really hold her liquor, which is rare for androids. Devola has a lively and cheerful personality, different from Popola's. Androids of Devola's type and model have a history of going berserk, and most of the others were destroyed and disposed of. Only some of them remain, and there are a few in each area to observe progress, but many around them fear the emergence of the model's chaotic behavior.

T.I.

Popola

Feature: Repair management | Height: 173 cm (with boots) | Weight: 163.2 kg | Bust: 81 cm | Waist: 54 cm | Hips: 86 cm | Eye color: Green | Hair color: Violet red

The android model who is Devola's twin. She and Devola have spent a very long time on the surface together. Currently, they work in the Resistance camp and are responsible for such things as supplies and the medical treatment of androids. Compared to Devola, Popola is introverted and mild mannered. It's said that she becomes cheerful when she drinks, but almost nobody in the Resistance camp has seen her like that.

DESERT AREA REPORT

54686f7365207768f20617465207468652066f7262696464656e206170706c652e

K.K.

K.K.

Record of Reclamation Management of Mankind's Legacy:
Mammoth Apartments is in the foreground. We have established that human children lived here, because there's a large amount of playground equipment. Residential environments from the old world are a low priority for preservation and aren't surveyed very often; however, recent surveys have shown there is a great deal of precious heritage to be found in these locations, so we plan to revise the preservation priority.

K.K.

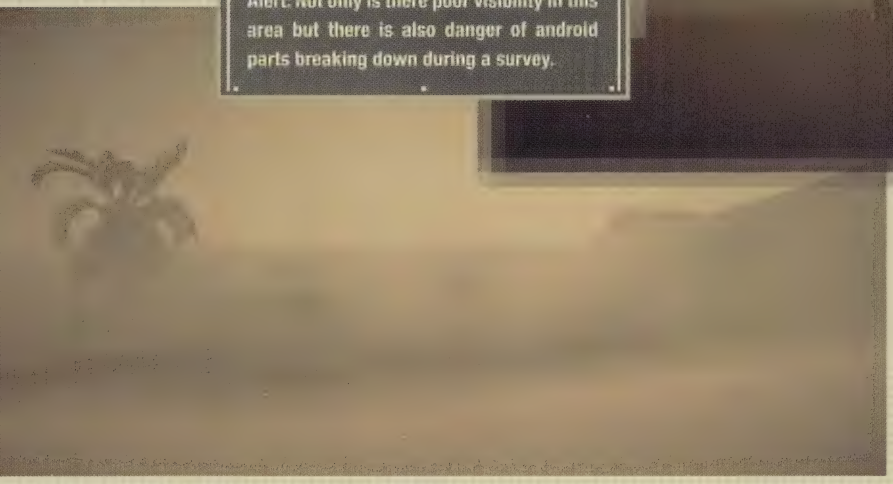
Record of Reclamation Management of Mankind's Legacy:
The structure in the distance is confirmed to be an area called Mammoth Apartments, consisting of over two hundred and fifty buildings. At the time of their use, more than forty-nine thousand families lived here and commuted to urban areas. The pipeline that can be seen in front was built after the desertification of the area to transport water. It currently serves no function.

Desert Area

A Desert Area Sandstorm

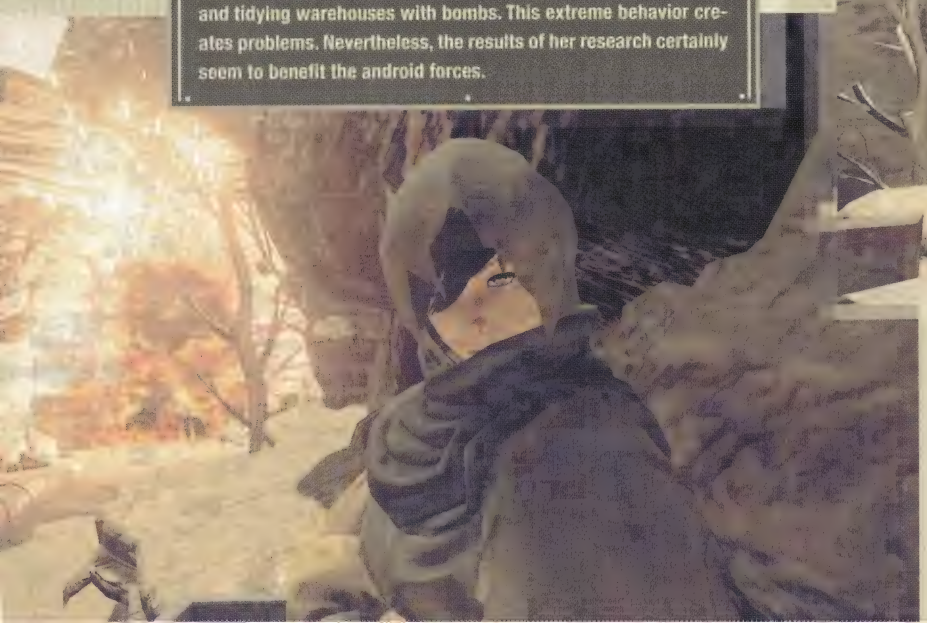
Report: The occurrence of a powerful sandstorm has been confirmed in one part of the desert. There is a lack of information on this particular area due to the storm's impact.

Alert: Not only is there poor visibility in this area but there is also danger of android parts breaking down during a survey.

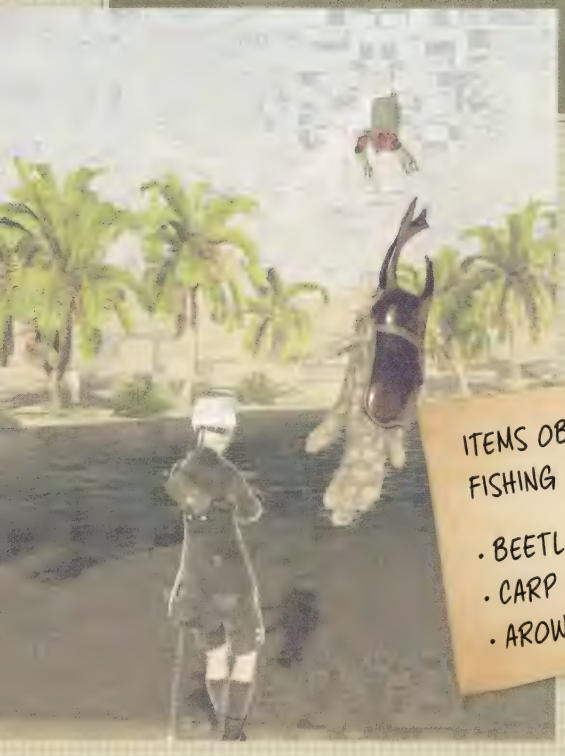


B Jackass

Jackass is a female Resistance member in the desert who carries out research related to machine lifeforms and androids. Her curious and energetic nature, and the fact that she studies everything she can about subjects that catch her eye, would make her a good scanner model. However, she makes a big show of blowing up barricades and tidying warehouses with bombs. This extreme behavior creates problems. Nevertheless, the results of her research certainly seem to benefit the android forces.

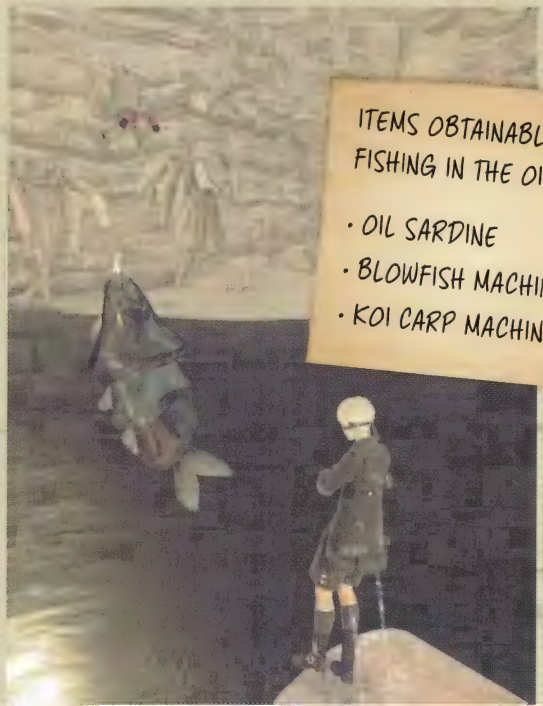


HELP ME GET DATA!
↑
HER CATCH PHRASE?



ITEMS OBTAINABLE BY FISHING IN THE OASIS:

- BEETLE FISH
- CARP
- AROWANA



ITEMS OBTAINABLE BY FISHING IN THE OIL FIELD:

- OIL SARDINE
- BLOWFISH MACHINE
- KOI CARP MACHINE

C Escape Route

The humanoid machine lifeform we encountered in Mammoth Apartments had an incredible learning speed and ability to self-repair. Additionally, it seemed able to cause tremors so huge and powerful that they transformed the terrain. We decided it was too dangerous to remain there, so we escaped from the collapsing vertical cave. I've recorded the route we took at that time.

K.K.

K.K.

Extensive Underground Passage

Without sunlight, the temperature in the desert underground is quite low compared to the surface. Furthermore, not only are there sand and rocks everywhere, but the terrain is also complex, making thorough investigation difficult. There's an artificial gate at the center of the cave. Using this as a landmark, our search confirmed the four points below from which one can return to the surface.

Special Machine Report

Adam/Eve

These machines are named Adam and Eve, respectively, and they have achieved a singular evolution. They were born from a large number of machine lifeforms swarming into what looked like a cocoon, and their outward appearance resembles that of an android. They wore no clothes when they first came into being, and their movements were unsteady, but they learned and grew with an incredible speed, mastering attack types and language.

Special Machine Report

Hegel

Hegel is a unit formed through the linking of several multilegged Goliath-class machine lifeforms. Because it gathers the energy generated from each machine, it boasts a huge energy output. It has floating, detached, and connected transfigurations, as well as a variety of attacks, so it is essential to confirm the current sequence during combat.

ABANDONED AMUSEMENT PARK REPORT

48617070696e65737320616e64206d61646e6573732e

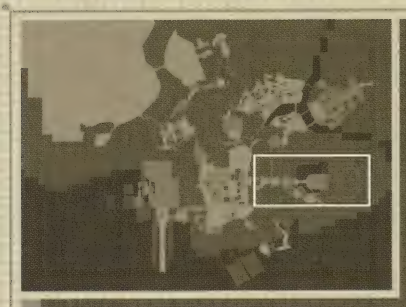
K.K.

K.K

Research Division Report:

There are many nonaggressive machine lifeforms inhabiting the ruins of the amusement park. Machine lifeforms repaired the equipment inside the park and use it in their own unique way. Our research teams have several hypotheses for the reasons behind this. Among those, the most likely is that the park is a test site to ensure weapon diversity.

Abandoned Amusement Park



Pascal's Village
00108

ITEMS OBTAINABLE BY FISHING IN THE MOAT IN FRONT OF THE OPERA HOUSE:

- ARAPAIMA MACHINE
- KILLIFISH
- AROWANA
- FUR CARP

A Unique Machine Lifeforms

Surface Interior
00045

Human-Made Play Equipment B

SEWER SYSTEM CONNECTING THE CITY RUINS AND THE ABANDONED AMUSEMENT PARK.

City Ruins
00062

a

b

JUMP OFF THE ROLLER COASTER TO GET TO THE OPERA HOUSE.

C Opera House Interior

d Opera House
00103

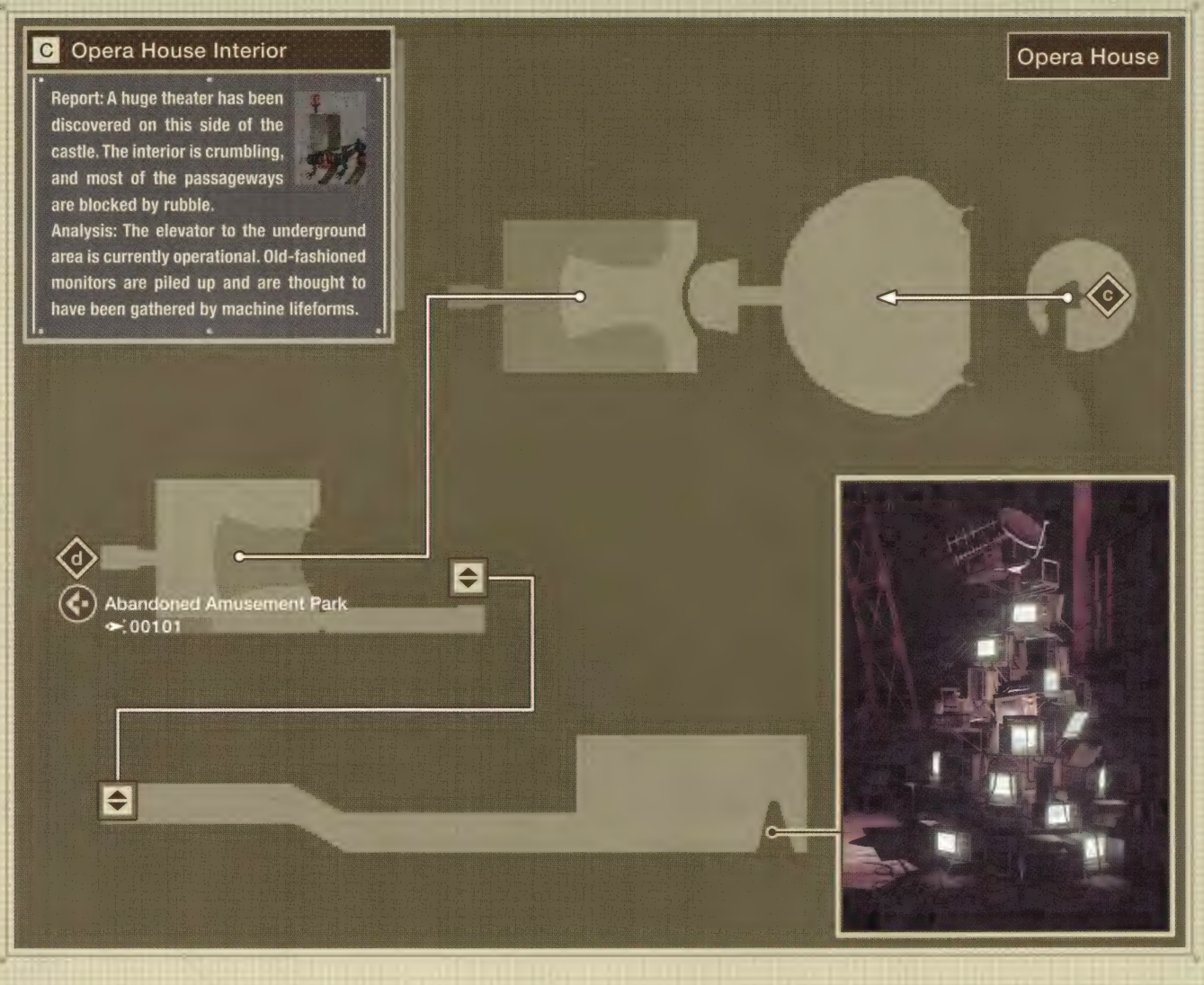
c Opera House
00103

A Unique Machine Lifeforms

Machine lifeforms in the abandoned amusement park harbor no animosity toward androids, so it seems you won't be in danger if you don't attack them. They are welcoming to those visiting the park, and it seems like they are imitating the actions of the humans who used to be here.

B Human-Made Play Equipment

Most of the play equipment in the amusement park is broken; however, the roller coaster still works. The ride's rails are undamaged, so the machine lifeforms might be maintaining them. Furthermore, the fireworks that can be seen near the castle while riding the coaster seem to have been manufactured by the machine lifeforms from repurposed weapons.



-WARNING-

Special Machine Report

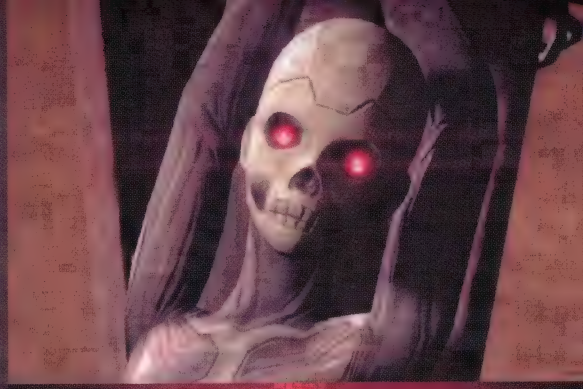
Amusement Park Goliath Tank (Pythagoras)

Goliath-class tanks are dangerous machines with overwhelming firepower from nine separate cannons and high mobility due to their continuous tracks. However, this particular machine identified in the amusement park fires confetti and decorative shots, which are not generally considered to be harmful. Nevertheless, when we recognized its hostile nature, it replaced its harmless arsenal with lethal shells and demonstrated its original specifications and peerless abilities.

Special Machine Report

Simone

Simone is a Goliath-class machine lifeform with the appearance of an opera singer and an obsession with beauty. She dresses herself with parts from other machine lifeforms and android corpses. Living androids are used as reconstructed weapons for hacking attacks, and there are countless weapons built into her skirt. She's considered to have evolved uniquely in a way not seen in other machines.



PASCAL'S VILLAGE REPORT

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K.K.

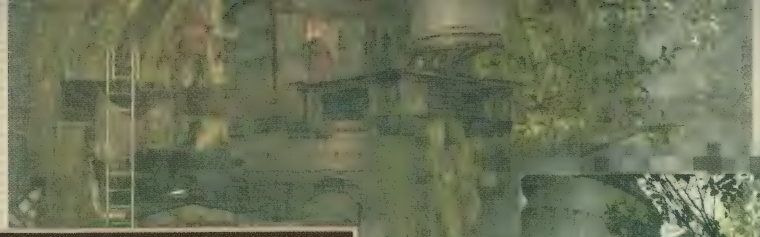
Pascal's Village

A Machine Lifeforms Waving White Flags

Analysis: Regarding the white flags utilized by the residents of the village: Waving a white flag signified surrender in the old world.

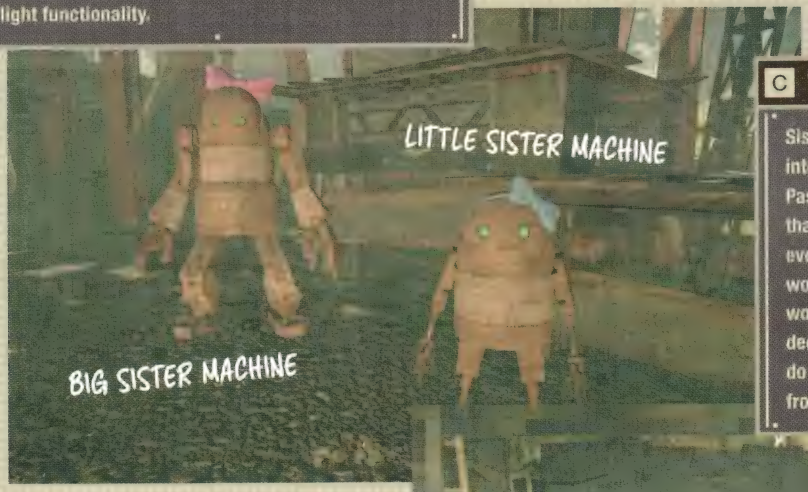
Hypothesis: Pascal, having consulted literature from the past, uses this as a symbol to demonstrate his village's pacifism.

Report: On the other hand, there are individuals who simply enjoy the very act of waving a flag.



B The Village's Architectural Style

Analysis: Chimneys are installed in the village houses, but heating and ventilation facilities are unnecessary for machine lifeform dwellings.
Hypothesis: Such unneeded equipment is thought to be installed for the purpose of mimicking mankind's culture. The layered structure that makes use of the large tree at the center of the village may also be imitating mankind's architectural techniques from the old world.
Report: While they may be copying mankind's architectural style, the machine lifeforms move between the structures' levels with ladders, by hitching to small flying-type machines, or by utilizing their own flight functionality.



C The Concept of Family

Sisters, parent, and child . . . Through interacting with the inhabitants of Pascal's Village, my impression is that the concept of family exists even among machine lifeforms. They may even worry about a runaway son or a lost sister. I wonder how the definition of a machine family is decided? The answer might have something to do with having similar serial numbers or coming from the same factory.

SISTER?

MOM?
I LOVE YOU

BROTHER?

D Weapon Shop and Item Shop

Report: A weapon shop and an item shop operating as village facilities have been confirmed. They utilize machine parts as currency. The item shop offers wares like plug-in chips that are usable by androids, while the weapon shop offers armaments used by machine lifeforms.
Query: Why do the individuals of Pascal's Village possess a particular fixation with weapons of war, despite seeking peace?

E Machine Lifeforms with a Sense of Self

The village inhabitants are very different from the image of machine lifeforms I've harbored up to now. Separated from the network and possessing a sense of self, they copy the history of mankind that Pascal teaches them, and considering its significance allows them to further develop their self-awareness. Individuals with different ideas coexist. The situation in this village is like that of androids . . . No, it's given me a sense of humans' daily existence, which up until now, I'd only known through documents.

INDOOR MACHINE AND OUTDOOR MACHINE

WEIRD MACHINE

OVERPROTECTIVE MACHINE
WORRIED ABOUT HER RECLUSIVE SON

PLAYFUL!
CHEERFUL!
TOO PLAYFUL!
MACHINES

JEAN PAUL
LIKES PHILOSOPHY.

MACHINE WITH MAKEUP
SEEMS TO BE A FAN OF JEAN PAUL.

SCIENTIST MACHINE

Y.N.

Pascal

Feature: Leadership function	Height: 250 cm	Weight: 360.1 kg	Bust: 247 cm	Waist: 166 cm	Hips: 201 cm	Eye color: —	Hair color: —

A unique, peace-loving machine lifeform who attained independence from the machine network and built a village with his comrades. Pascal is substantially more intelligent than a typical machine lifeform and shows interest in data from the old world and in the history of machines. He's searching for a way to make peace with the androids, so we conjecture that he's harmless. Despite having a female voice, he calls himself "Uncle" as a result of forming a sense of self and having absorbed a variety of information. His hobbies include reading philosophy books and composing haiku poetry.

FOREST KINGDOM REPORT

5765616b6c696e67732077686f20636f756c646e2774206265636f6d652070617274206f6620612066616d696c792e

K.K.

K.K.

Record of Reclamation Management of Mankind's Legacy:

A large variety of living creatures has been reported in the vicinity of the forest zone watering holes. We believe that this is because of the abundance of food from the vegetation. However, many of the machine lifeforms in this area act in groups, and caution is required due to their belligerence. Be particularly careful near the ruins of the old castle, where a Goliath-class machine lifeform has been confirmed to reside.

Record of Reclamation Management of Mankind's Legacy: The ruins of a church. This was built in the latter period of the old world, but it was during a time when advanced architectural techniques were temporarily lost, so it is not well preserved. Its discovery was belated because no records remain of the religious sect that used it. The only thing that's left is a coat of arms depicting twins.

K.K.

Record of Reclamation Management of Mankind's Legacy: Not much of the forest zone's environment has changed since the time of the old world. This place flourished as a human sightseeing area, with the long suspension bridge and large castle both serving as tourism destinations. Records also remain of the use of a hot spring, and we've confirmed that it erupted prior to the year 2000.

K.K.

Forest Kingdom

A The Animal Living Environment

Analysis: The forest zone is a suitable environment for plants and animals. It is possible to observe animals in great numbers. Rare albino individuals have been confirmed when observing deer, wild boars, and the like.

Hypothesis: Because animals and machine lifeforms have different requirements to survive, they have established a coexistence where each ignores the other. As a result, it's thought that the appearance of the machine lifeforms has altered the ecosystem very little.

B Fishing in the Forest Zone

Report: Regarding the living conditions of marine life in the forest zone: This area possesses many bodies of water produced from the abundance of nature. Hence, it is possible to observe a rich variety of freshwater fish. Furthermore, we have confirmed that their propagation has increased in recent years.

Hypothesis: This is due to the influence of the fish-shaped machine lifeforms that were modeled after native species. The forest zone was naturally a living environment suitable to propagation, but there is a possibility that an even more favorable environment has been created by establishing a symbiotic relationship with the now-wild fish-shaped machine lifeforms.

ITEMS OBTAINABLE BY FISHING IN THE FOREST ZONE:

- AROWANA
- KOI CARP
- CARP
- KILLIFISH

C Gate Connecting the Castle and Village

The gate here seems to connect to Pascal's Village, but it's usually closed to protect against enemy invasions. The machine lifeforms in the forest kingdom are extremely exclusive, so Pascal believes that building an amicable relationship with them through dialogue would be difficult.

On the other hand, the machines in the forest kingdom are increasingly wary of the village. It seems like some of them want to make a preemptive strike . . . Two groups, separated from the network and possessing a sense of self. Despite similar circumstances and the fact that they're all machines, their relationship is considerably strained.

D Animal-Loving Machine

We found a pen in the depths of the forest where a machine lifeform was raising animals. When we went to observe the animals inside the fence, we found that it seemed to be protecting young ones and those who had lost territory disputes. Animals aren't equipped with maintenance programs, and they can't reboot or back up data either . . . I guess it's really tough for the machine lifeform to care for them.

E Legacy of the Old World

Humans of the old world built the castle in this region, and there are records that acknowledge it as a special building called a World Heritage Site. Since it's quite old, most of the bridge that connects to it has collapsed, and it seems like nature has taken over the interior of the castle.

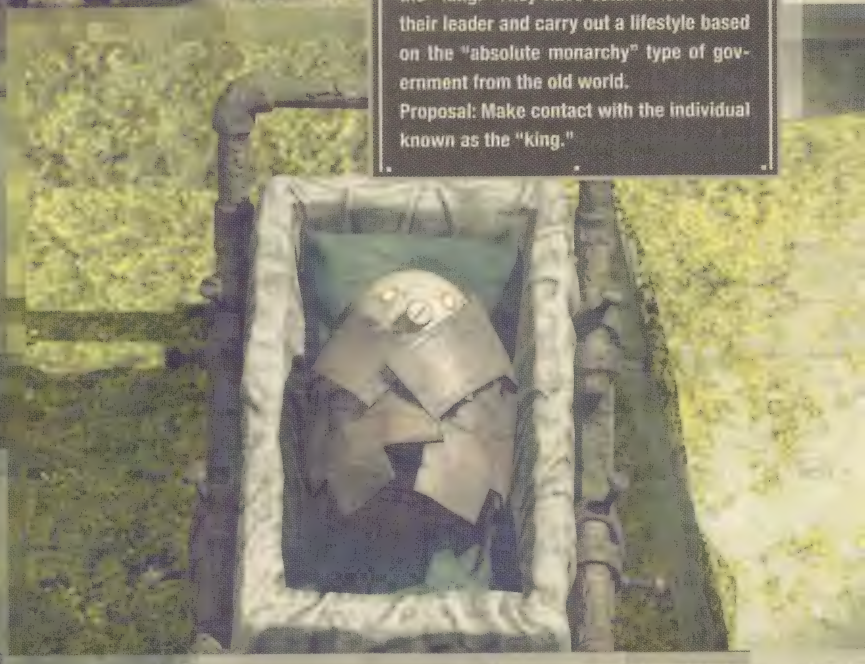
F Forest Terrain

The forest zone is an area where rivers and animals have continued to exist since the time of the old world, and there are many caves and rocky mountains. I didn't know what kind of place it was just from looking at satellite photographs, but when I explored on foot, I found that there were few manmade buildings compared to urban areas. I guess humans had the forethought to leave nature mostly as it was. I wonder if the humans who once lived here loved this nature too . . .

IS THIS A DEBT OF GRATITUDE
TO THE KING?
A REPAYMENT?
KNIGHTS OF THE KINGDOM.

G The King of the Forest

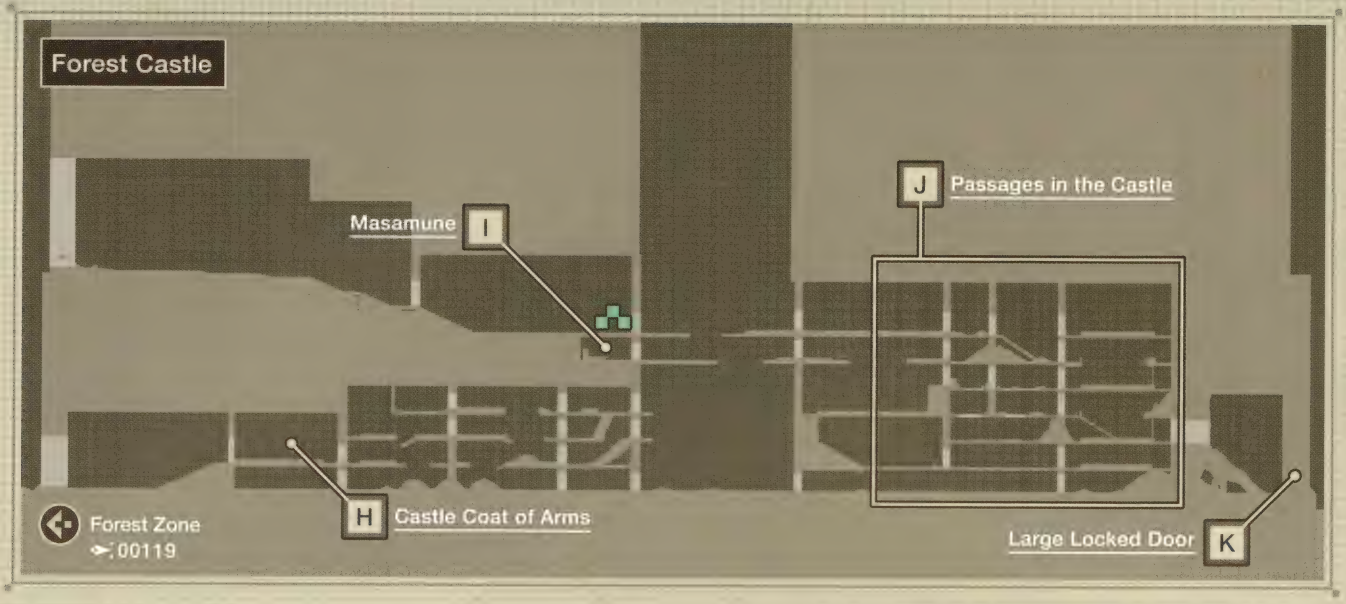
Analysis: The machine lifeforms in the forest kingdom form original thoughts and disciplined behavioral patterns. This is greatly related to the individual called the "king." They have established him as their leader and carry out a lifestyle based on the "absolute monarchy" type of government from the old world.
Proposal: Make contact with the individual known as the "king."



LOYALTY . . . IS IT DEVOTING ONE'S LIFE
TO SOMETHING?

K.K.

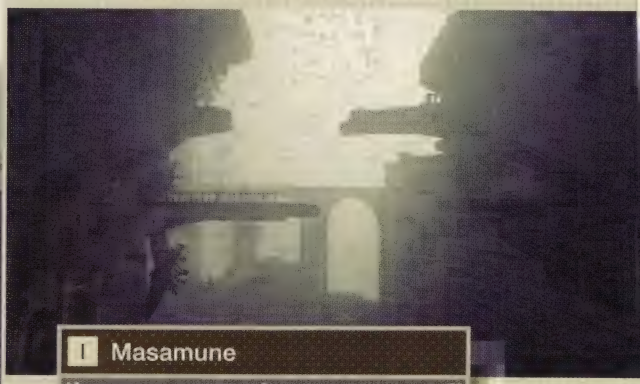
Record of Reclamation Management of Mankind's Legacy:
This huge fortress was built before the area became a tourist attraction. The feudal lord who controlled this land at the time lived here, but in the end, he died by the hands of the people who were suffering under his tyrannical rule. Research into such negative aspects of human history still hasn't made much progress, and we can assume that any documents stored in the castle interior are a valuable legacy.



H Castle Coat of Arms

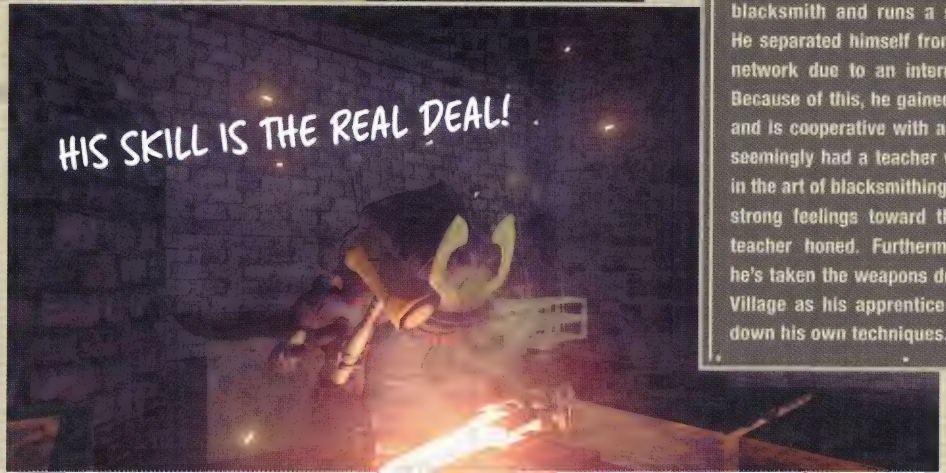
Report: A coat of arms has been discovered on flags inside the castle and on the equipment of some machine lifeforms. It is a type of symbol that was used in the old world.

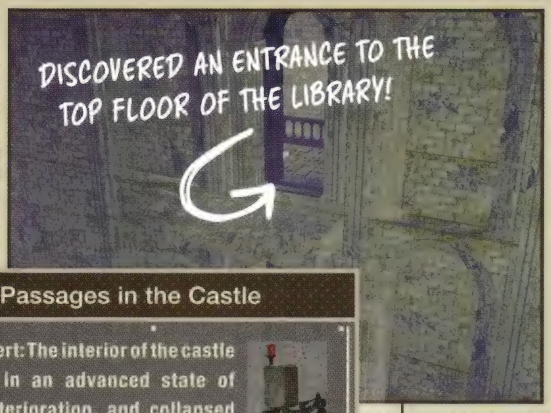
Hypothesis: It is used as a symbol of the machine lifeforms in this area in order to unify them. It is unknown whether this mark showing the machine lifeforms' affiliation was carved by an individual beforehand, or whether it was done after they attained a sense of self in order to show that they were a community.



I Masamune

We met a machine lifeform named Masamune who's a blacksmith and runs a shop. He separated himself from the network due to an internal malfunction. Because of this, he gained a sense of self and is cooperative with androids. He also seemingly had a teacher who trained him in the art of blacksmithing, and he showed strong feelings toward the weapons his teacher honed. Furthermore, it appears he's taken the weapons dealer in Pascal's Village as his apprentice and is passing down his own techniques.





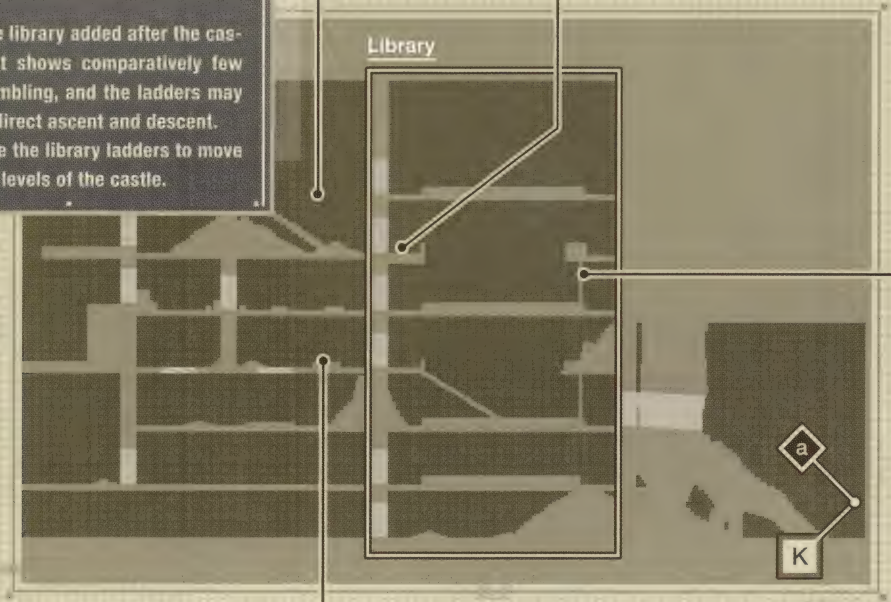
J Passages in the Castle

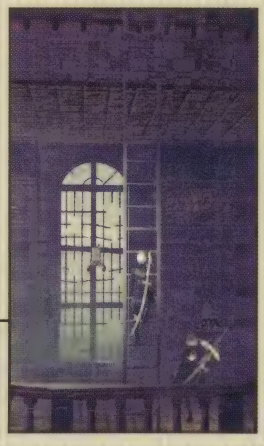
Alert: The interior of the castle is in an advanced state of deterioration, and collapsed passages exist.

Hypothesis: There is a possibility that these cave-ins will have an effect on the route one can take during exploration of the castle.

Analysis: The library added after the castle was built shows comparatively few signs of crumbling, and the ladders may be used for direct ascent and descent.

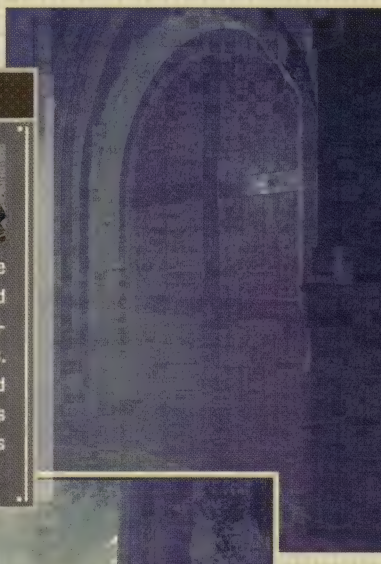
Proposal: Use the library ladders to move between the levels of the castle.

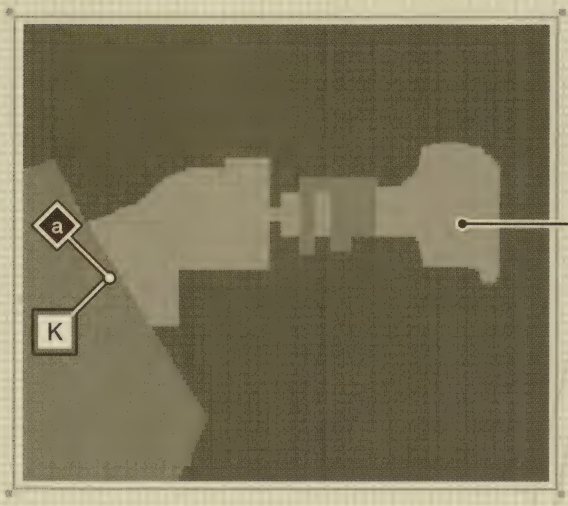


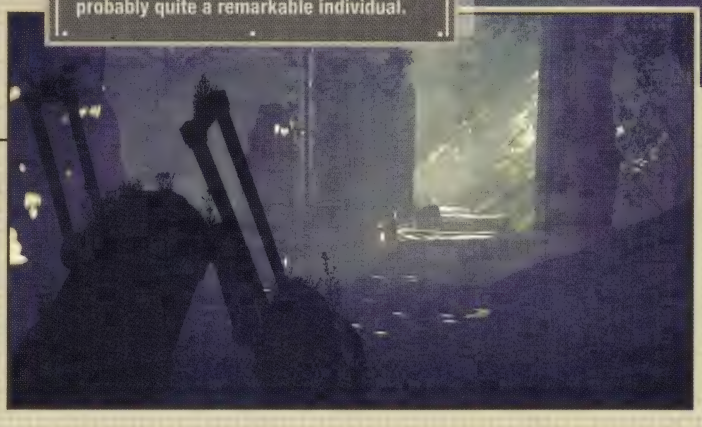


K Large Locked Door

We found a large locked door deep inside the library. Through the door lay the tomb of a two-legged Goliath-class machine . . . It seemed like the first king to rule over the machine lifeforms was buried here. The unsanitary and humid environment of this region is harsh for machines. If we assume that the king commanded and inspired machine lifeforms at this scale under such circumstances, he was probably quite a remarkable individual.







A.Y.

A2

Feature: Melee combat | Height: 168 cm (with heels) | Weight: 139.2 kg | Bust: 73 cm | Waist: 54 cm | Hips: 82 cm | Eye color: Cloudy blue | Hair color: Yellowish white

Her official name is YoRHa Type A No. 2. An attacker-type model no longer in use who specializes in melee combat, she is a prototype of the current official YoRHa units, such as 2B and 9S. A models and G models were abolished due to the introduction of the pod system in current YoRHa troops, and they were integrated into the B models. A2 is the sole surviving A model, but she's wanted as a deserter from back when the experimental YoRHa force was in use. After her encounter and battle with 2B and 9S, who were investigating the forest castle, her whereabouts are once again unknown.

Y.N.

Emil

Feature: Thriving business | Height: Varies | Weight: Varies | Bust: Varies | Waist: Varies | Hips: Varies | Eye color: Gray | Hair color: Varies

A mysterious lifeform who appeared from the head of a machine. After meeting 2B and 9S, only his head escaped. He was created as a weapon long ago, but after many years, most of his memories seem to be missing. Nowadays, he's acquired a vehicle-like body and plays unfathomable music as he speeds around the city ruins. The dissonance of the song he plays has prompted a flood of complaints from Resistance members to their leader, Anemone, but since she doesn't even know where he lives, she's at her wits' end.

FLOODED CITY REPORT

546865206162616e646f6e6564206368696c642e

00128

K.K.

Research Division Report:
This city became submerged as a result of frequent changes in the earth's crust. Because the fault at the boundary sank several dozen meters, a large quantity of water flows in from the surrounding areas.

K.K.

K.K.

The existence of an underwater machine lifeform has been previously identified, but investigation into it hasn't made any progress. There are few records regarding the environment of the sea in the first place, and it is not currently understood how that environment has changed.

K.K.

K.K.

Record of Reclamation Management of Mankind's Legacy:
Our goal after recapturing Earth is to arrange places to live for mankind. They should be the ones to construct new buildings, and we androids must not forget that our duty is to oversee the preservation of the legacy of the past.

K.K.

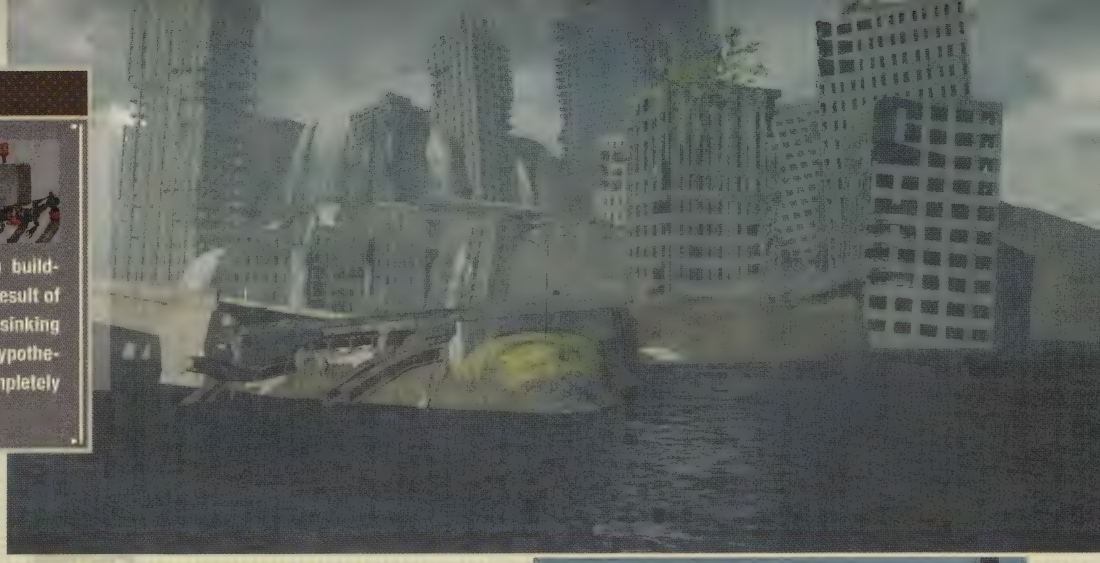
Flooded City

ITEMS OBTAINABLE BY FISHING IN THE FLOODED CITY:

- POD
- TWOFACE
- HORSESHOE CRAB
- STARFISH

A Submerged Buildings

B Missile Launch Pad

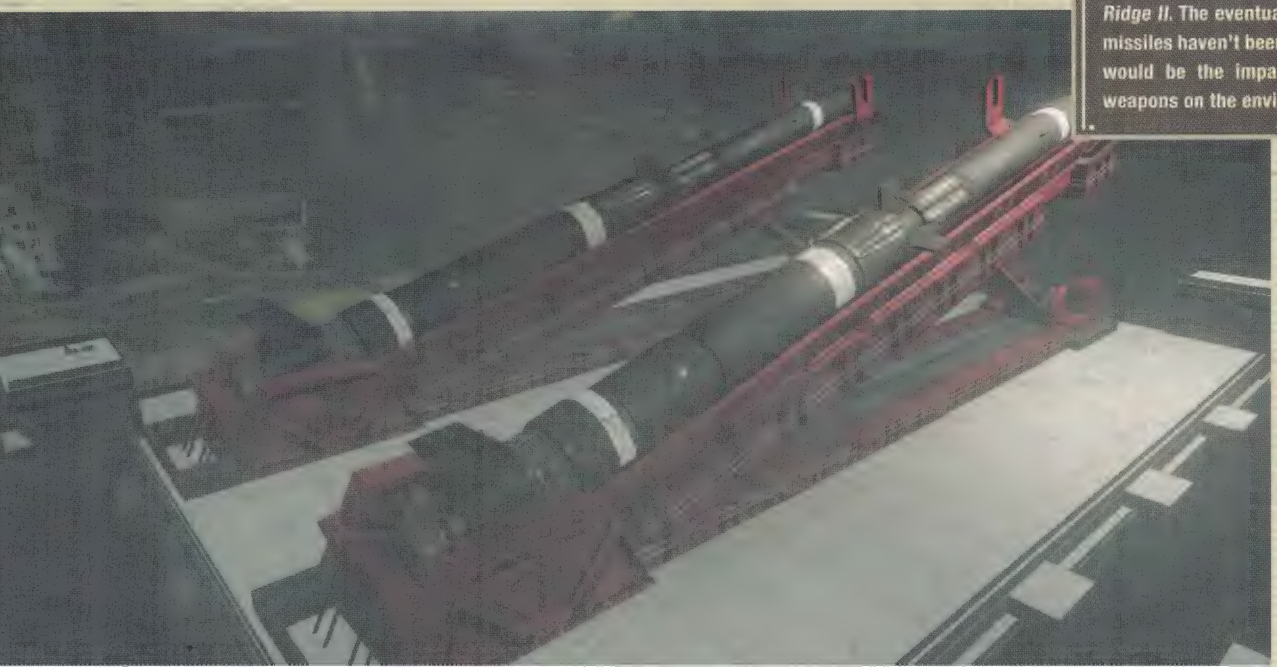


A Submerged Buildings

Report: Due to the effects of the previous Machine War, the ground in this entire area appears to be sinking. Water cascades from the gaps between buildings in mimicry of waterfalls as a result of hydraulic pressure. At present, the sinking still has not stopped, and it is hypothesized that the buildings will be completely underwater in the near future.

B Missile Launch Pad

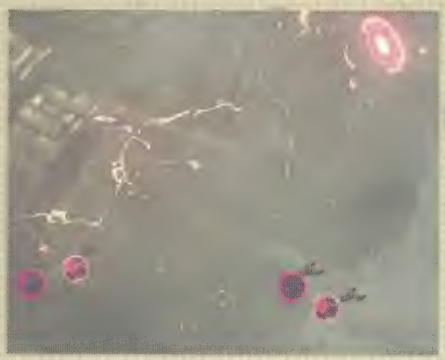
A missile launch pad from mankind's armies is installed in the flooded city. According to information from headquarters, the deployed missiles are planned to be reproduced in the aircraft carrier *Blue Ridge II*. The eventual applications of the missiles haven't been disclosed, but what would be the impact of such gigantic weapons on the environment?

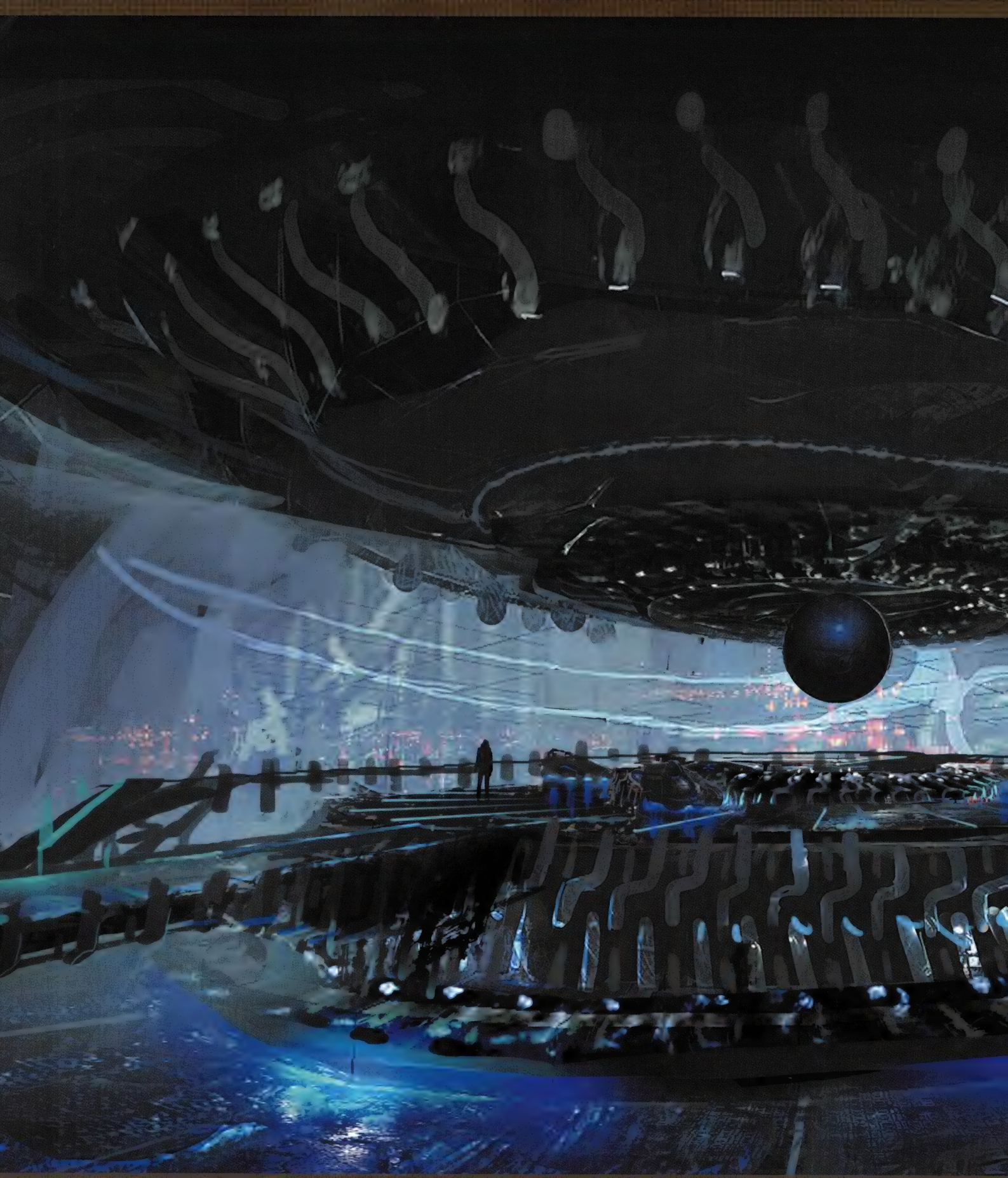


Special Machine Report

Grun

Grun is a machine lifeform reaching over one thousand meters in height that was developed to annihilate androids. It seemed to have been sealed in the sea due to the violent attacks on its own kind. Not only does every part of its body serve as a weapon but it's also covered in thick armor and ordinary weapons can't damage it. Also, it has an EMP attack that can cause a variety of disruptions to android functionality.





ALIEN SHIP REPORT

5468652067726176657961726420 6f66206f7572206372656174 6f72732e

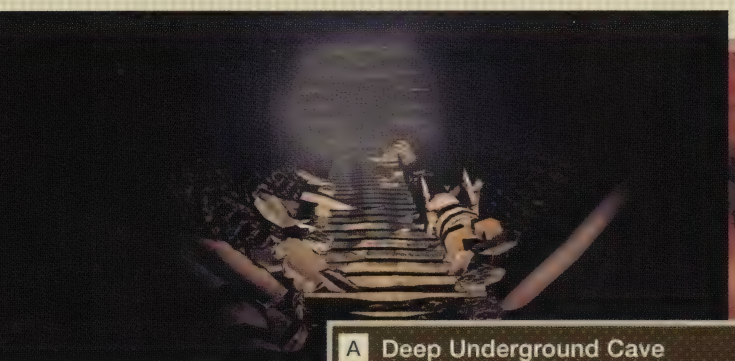
K.K.

K.K.

Research Division Report:

A mother ship was deployed in every city during the time of the alien invasion, but in the latter half of the 11000s, after six thousand years, sightings have greatly decreased. Also, there have been no attacks on the orbital satellite base of mankind's armies, but the reason for this is still unknown.

Alien Ship



A Deep Underground Cave

Hypothesis: A tunnel was discovered upon investigating the most caved-in area of the city. There are lit torches and signs of reinforced bedrock inside, leading to the conclusion that it was in use by some sort of machine lifeforms.
Proposal: Carry out the investigation with a heightened level of caution. The signals we detected after the cave-in are suspected to be connected to the aliens in some way.

B Alien Corpse

Inside the alien ship, we encountered the two machine lifeforms (Adam and Eve) we'd first met in the desert zone. They had evolved enough to speak fluently, explaining that the aliens had already been destroyed by machine lifeforms more than one hundred years ago. This information could be a disruption tactic, so it was decided to await deliberation and a decision from the Council of Humanity.

Y.N.

Adam

Feature: Network function | Height: 188 cm | Weight: 228.6 kg | Bust: 100 cm | Waist: 74 cm | Hips: 94 cm | Eye color: Brownish red | Hair color: Bluish white

A machine lifeform with the outward appearance of an android. Born in the desert zone, he's composed of a special material that consists mainly of silicon, and his appearance is completely different from other machine lifeforms. He is hostile toward 2B and 9S. He has achieved an astounding evolution that allows him to study attacks used against him and learn how to counter each one. Brimming with curiosity, he has a zeal for learning. He shows a particularly strong interest in humanity and has an extraordinary tenacity of purpose toward the humans who escaped to the moon.

Y.N.

Eve

Feature: Network function | Height: 188 cm | Weight: 228.6 kg | Bust: 100 cm | Waist: 74 cm | Hips: 94 cm | Eye color: Brownish red | Hair color: Bluish white

A machine lifeform resembling an android who was born at the same time as Adam. He relies on his brother and basically is capable of doing very little on his own. He doesn't care about his appearance, but he reluctantly wears briefs and trousers due to the influence of his brother, who learned from the records of mankind. Unlike his sibling, he has no interest in reading books or eating, but he'll obediently do anything that Adam commands.

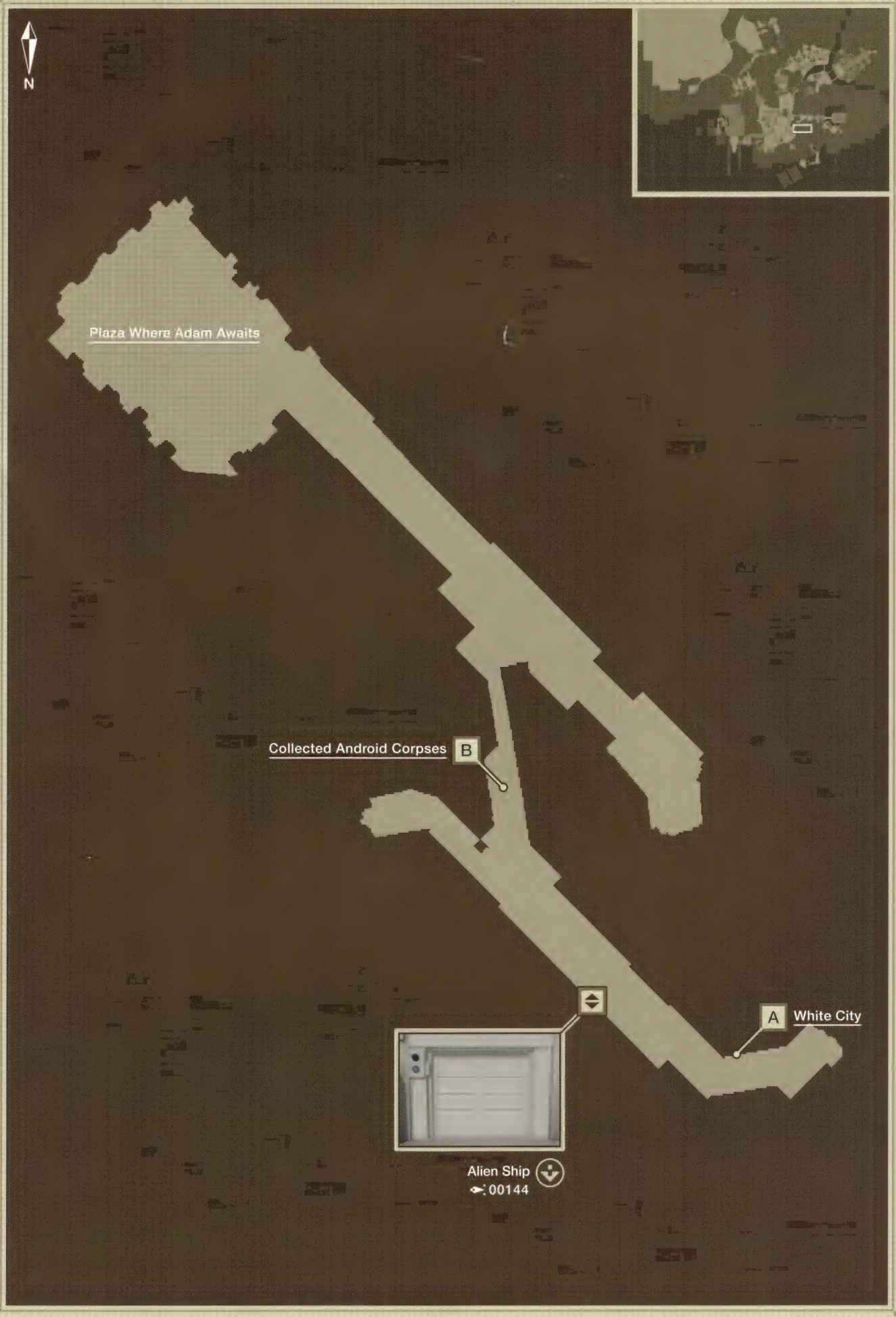
COPIED CITY REPORT

506c6179696e6720696e2061206d696e6961747572652067617264656e2e

00148

K.K.

Copied City


N
Plaza Where Adam Awaits
Collected Android Corpses
B
A
White City
Alien Ship
00144

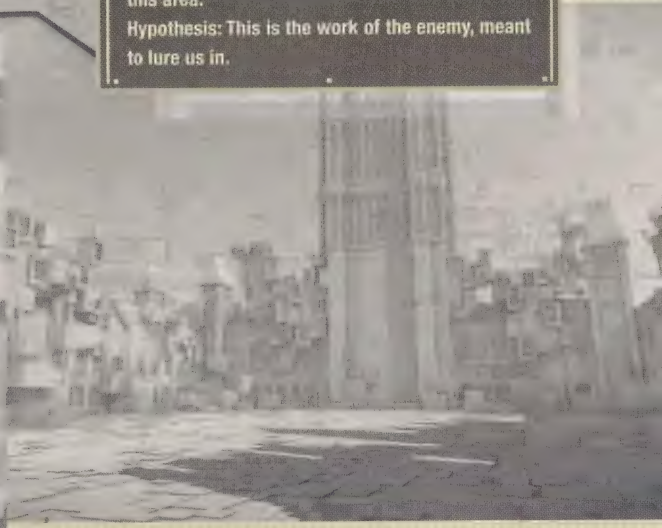
A White City

Report: According to Pod 042's survey, the existence of a town built beneath the city ruins has been confirmed. We have determined after comparing data that it resembles structures that humans once lived in. Machine lifeforms sculpted objects from a silicon-based composite material, but the particulars of this material are unknown. The buildings are inconsistent in their accuracy, and low-resolution portions in the peripheral area have been confirmed.

B Collected Android Corpses

Report: Multiple android corpses have been confirmed in the center of the city. There are no reports from headquarters that other YoRHa units stormed this area.

Hypothesis: This is the work of the enemy, meant to lure us in.



RESOURCE RECOVERY UNIT REPORT

49742077696c6c206265617220757320746f20746865206e65787420776f726c642e

K.K.

Resource Recovery Unit

Report: The three structures designated as "resource recovery units" that ejected from the tower appear to be collecting and sending certain kinds of resources from the surrounding areas. The entrances utilize a language from the old world known as Angelic.

Hypothesis: Many aspects of these units are unknown, such as the contents of the resources being sent and the inexplicable parts being utilized, so further conjecture is difficult.

Proposal: Explore the interior of these units.

TOWER REPORT

46696e616c20776973682e

K.K.

Y.N.

Red Girl

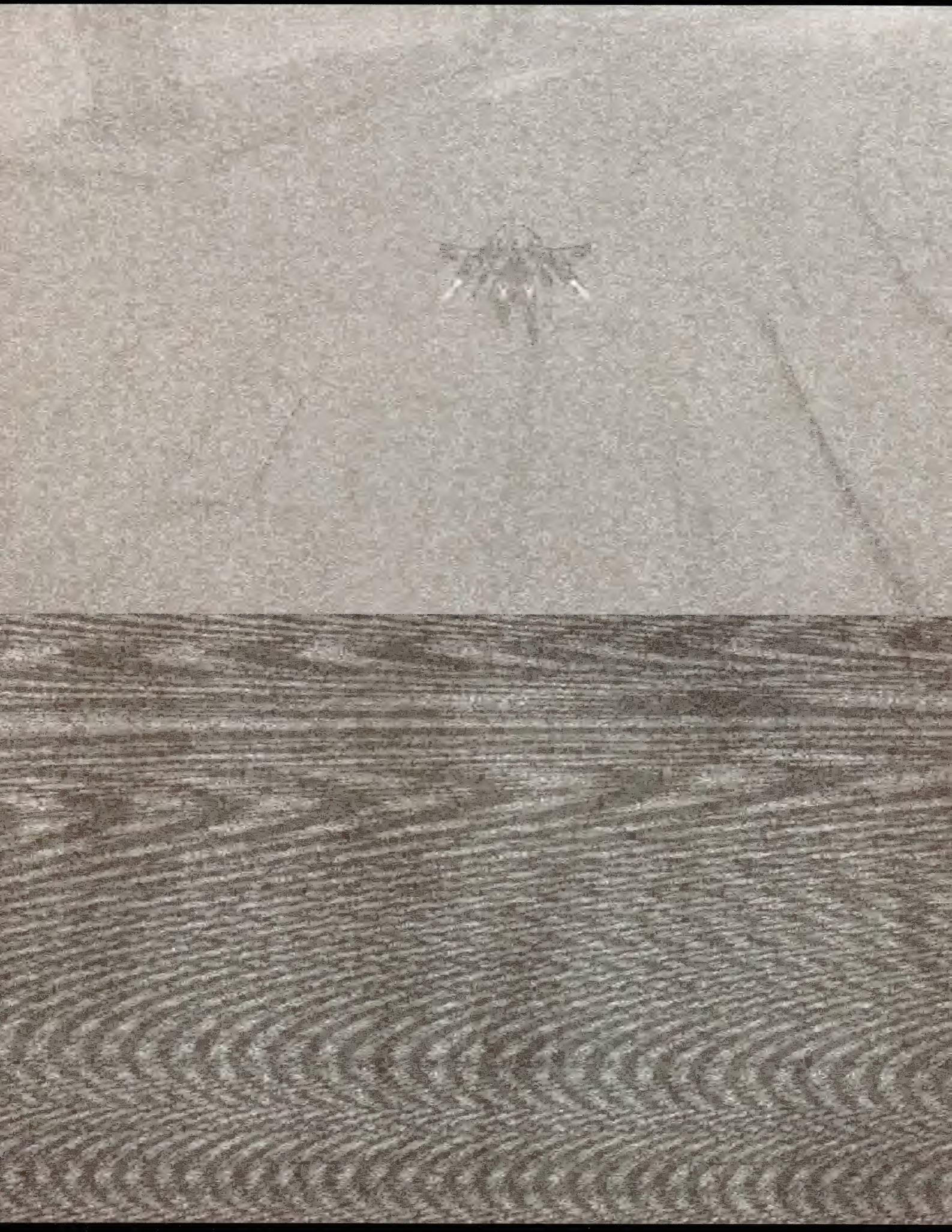
Unknown Unknown Unknown Unknown Unknown Unknown Unknown Unknown

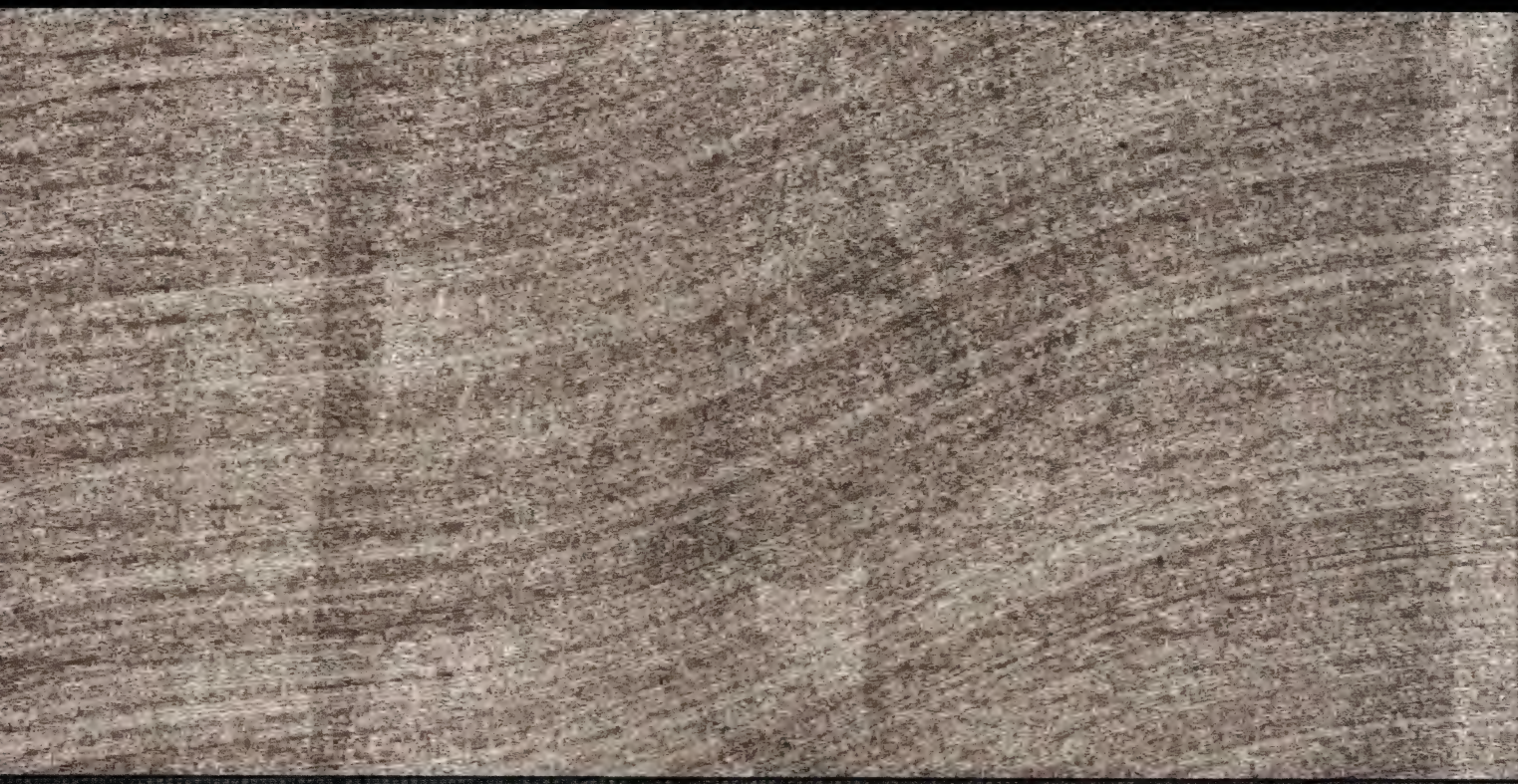
Y.N.

5765206172652061 6c6f6e652e20576520617265 20696e66696e6974652e205765206578697
37420696e2074686520707265656e742e20576520657869737420696e2074686520706173-
742e20576520657869737420696e2074686520667475726 52e

W452041RE20534d414c4c20414e442046524147494c452c204255542057E ARE MA4e5920414e4420494e56494e4349424c452e2057452057494c4c20CONTINUE TO FIGHT20554e54494c205745204445STROY ALL ANDROI44532e

FOO4c49534820414e44524fIDS2e20464f4f4c49534820414clE4e532e20464f4f4clS482048554d41NS.





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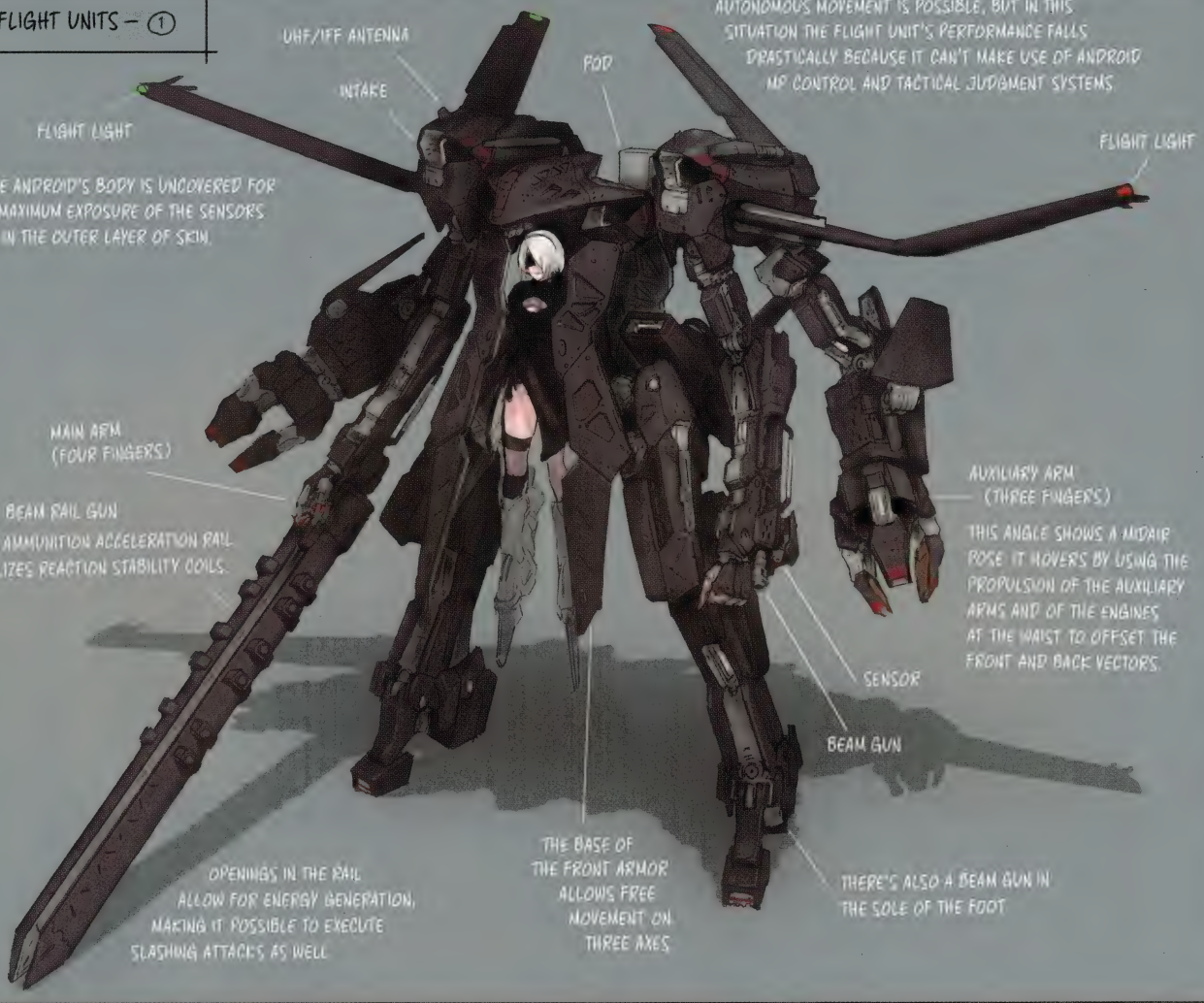
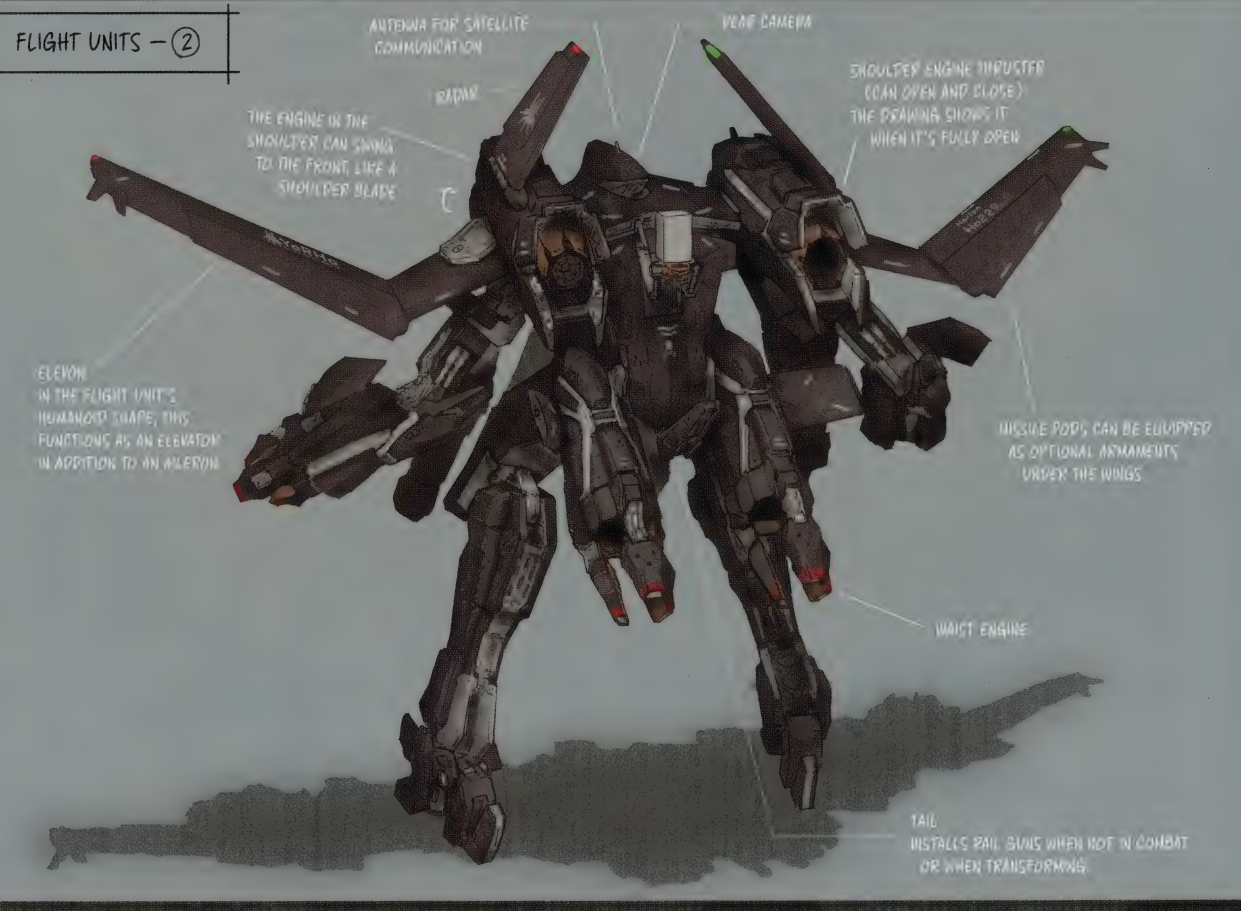
55445524e414c2e

MACHINE RECORDS : EXTRACT

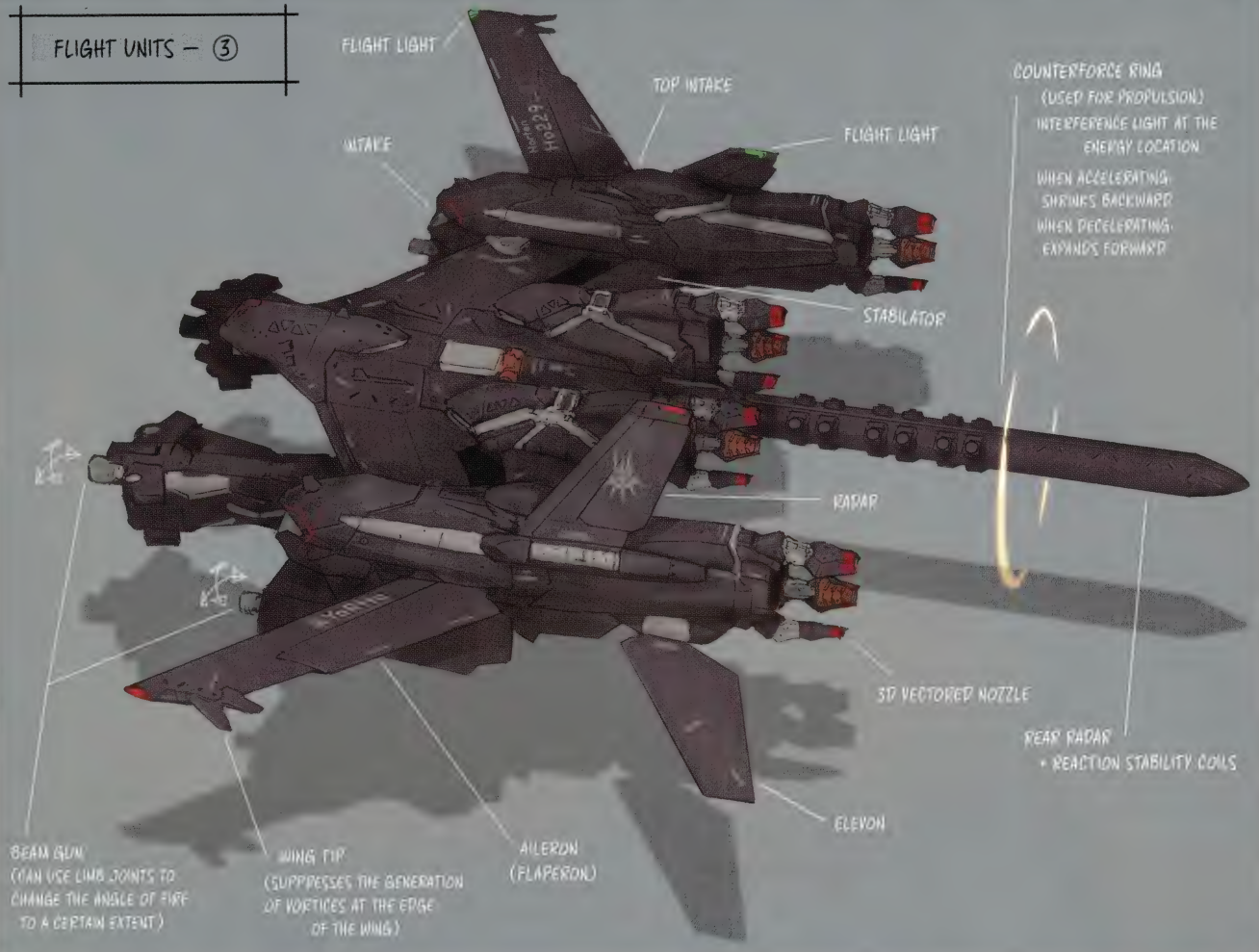
FLIGHT UNITS — ①



FLIGHT UNITS — ②



FLIGHT UNITS — ③



FLIGHT UNITS — DETAILS ①

BEAM MISSILES

A WEAPON THAT GUIDES THE MP PARTICLE BEAM TO ITS TARGET TO ATTACK WITH MICROMINIATURE MISSILES.

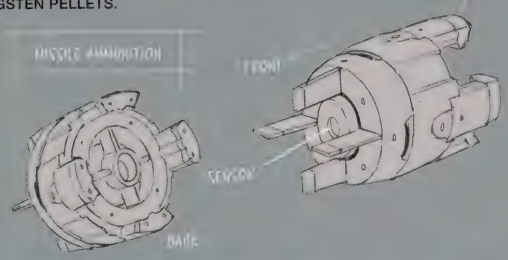
THE MISSILE AMMUNITION IS PROTECTED FROM THE MP PARTICLE BEAM BY AN MP-RESISTANT BARRIER. THIS BARRIER IS REMOVED AT THE TIME OF IMPACT, AND THE BEAM IS DISCHARGED ON THE TARGET.

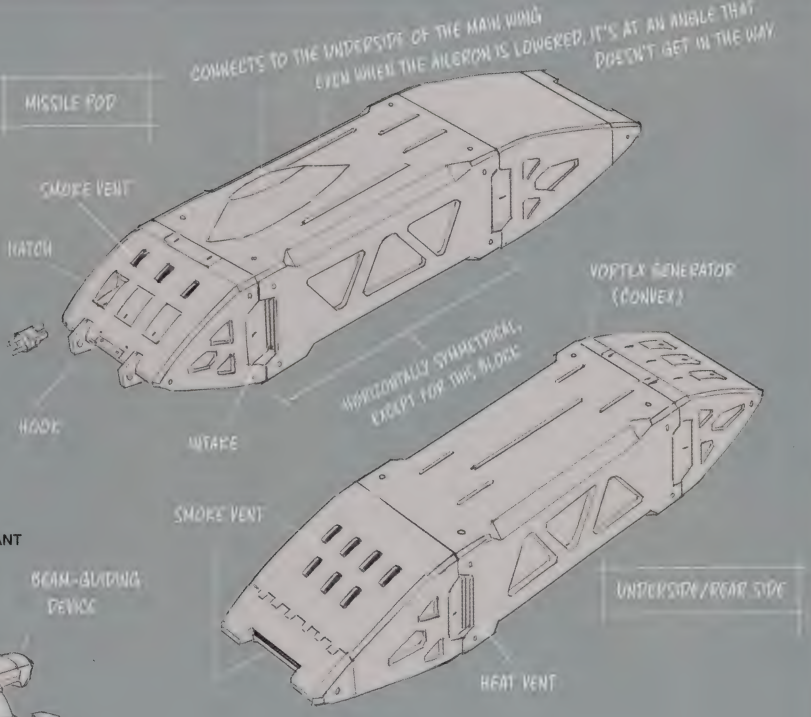
SMALL QUANTITIES OF REAGENT AND TUNGSTEN PELLETS ARE STORED IN THE MISSILE WARHEADS. THE REAGENT REACTS WITH THE BEAM AT THE TIME OF IMPACT TO CAUSE AN MP PARTICLE EXPLOSION, ENHANCING THE DAMAGING EFFECT.

WHEN IT'S DETERMINED THAT A DIRECT HIT IS IMPOSSIBLE, IT'S CHANGED TO A PROXIMITY FUSE, AND THE TUNGSTEN PELLETS WILL INFLICT DAMAGE WITH AN MP PARTICLE EXPLOSION WHEN THEY EXPLODE NEAR THE TARGET.

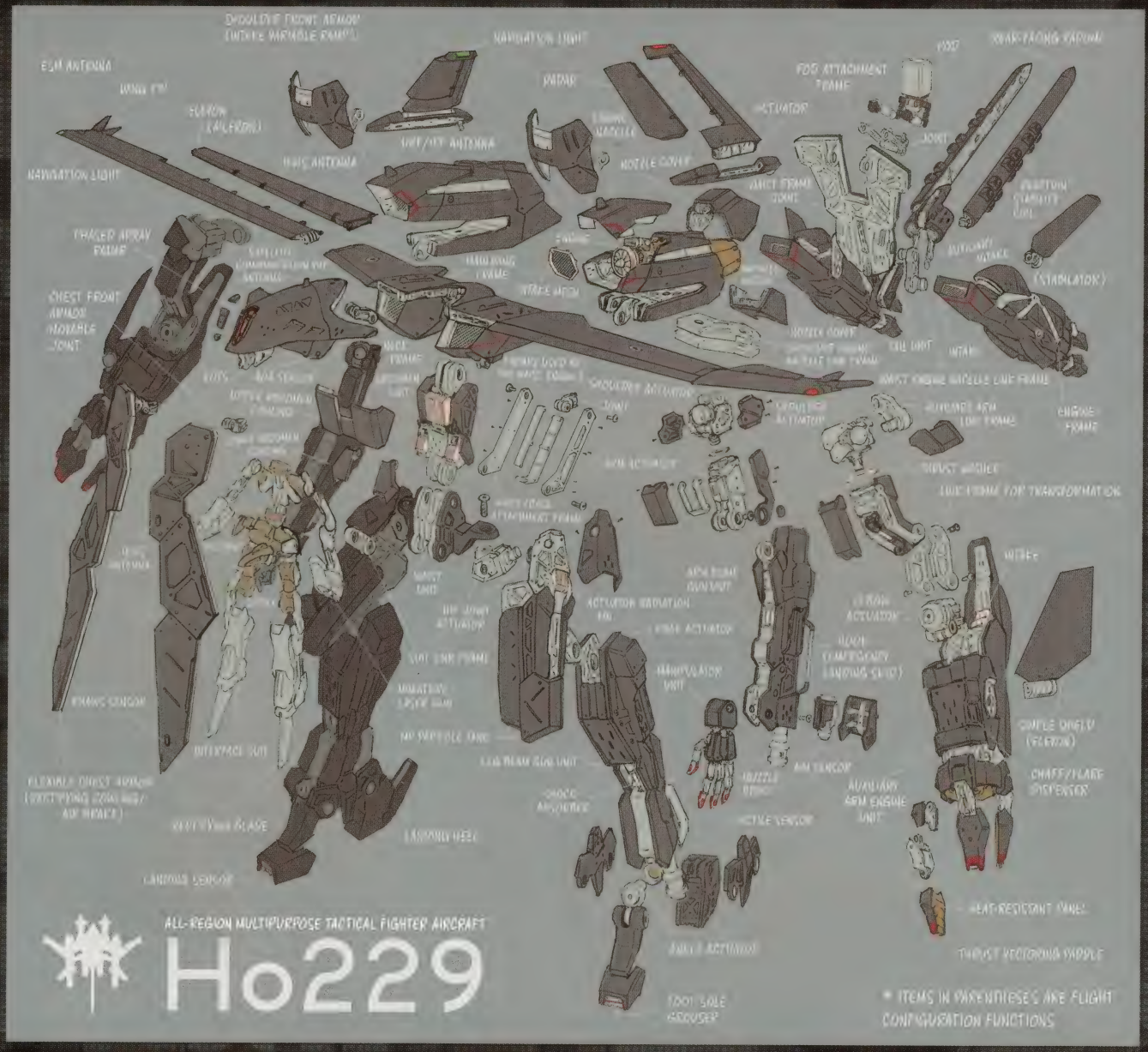
IT'S AN EFFECTIVE WEAPON AGAINST ARMOR WITH AN MP-RESISTANT BARRIER. AT THE TIME OF IMPACT, THE TARGET'S BARRIER IS NEUTRALIZED BY THE WARHEAD'S OWN MP-RESISTANT BARRIER, AND THEN IT'S DISABLED BY CREATING A HOLE IN THE BARRIER'S SURFACE.

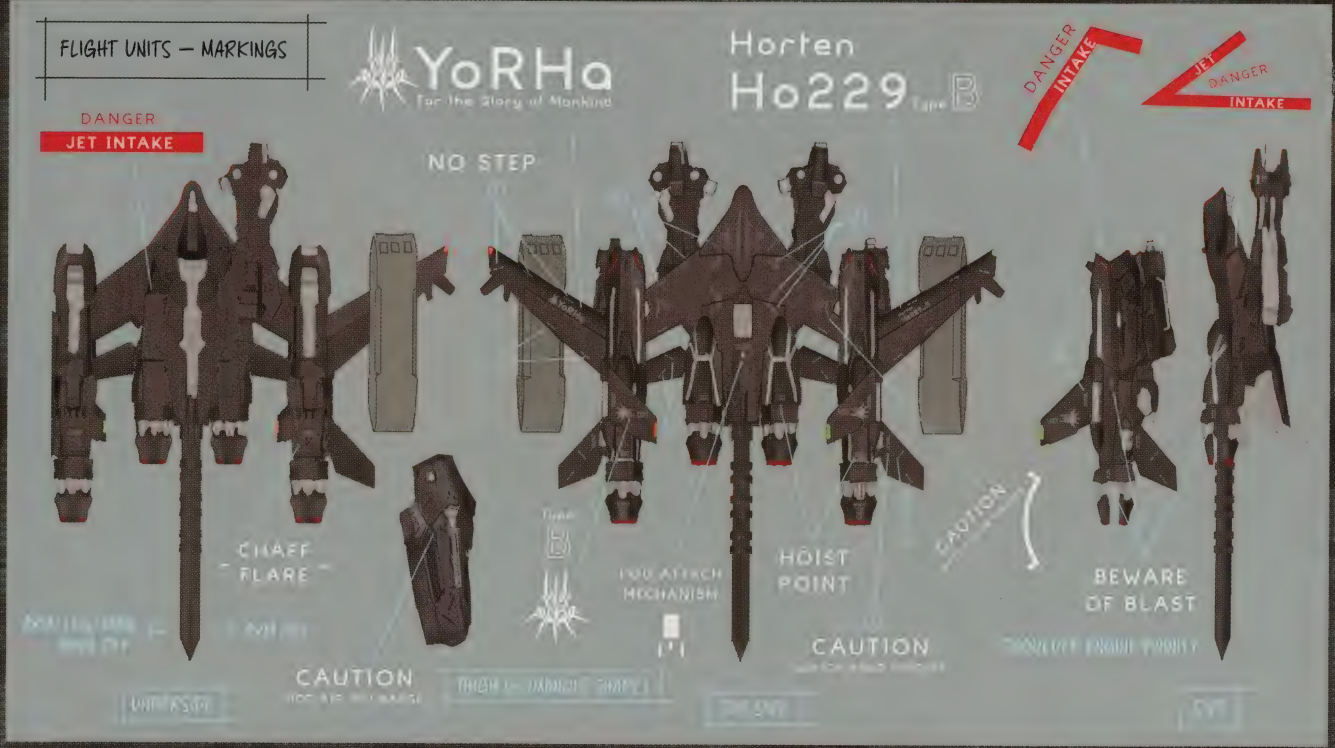
EVEN WHEN THE PROXIMITY FUSE IS RUNNING, IT'S POSSIBLE TO INFLICT DAMAGE WITH A PHYSICAL ATTACK FROM THE TUNGSTEN PELLETS.

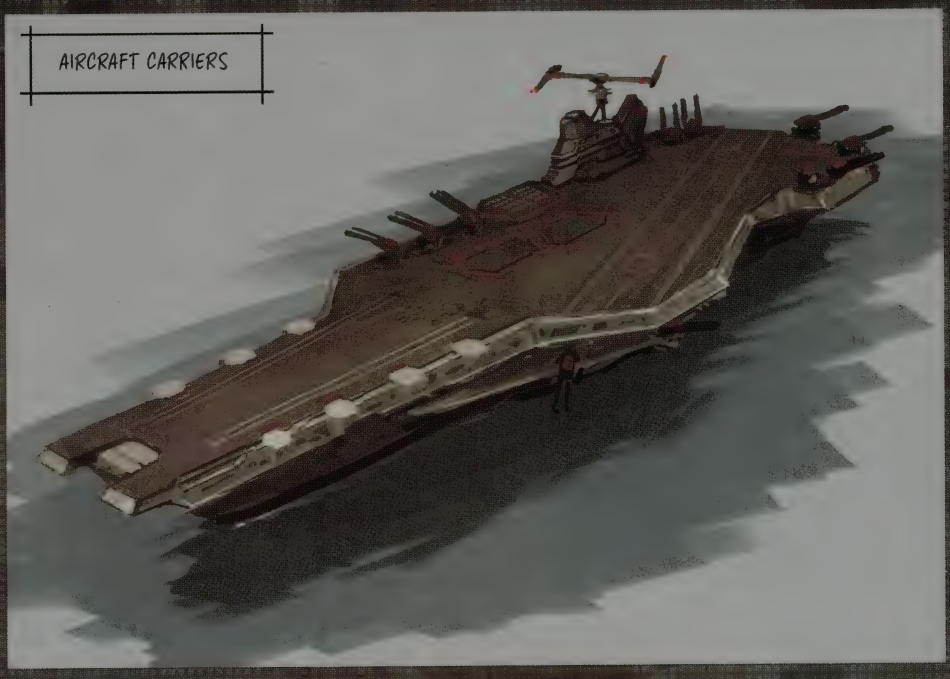




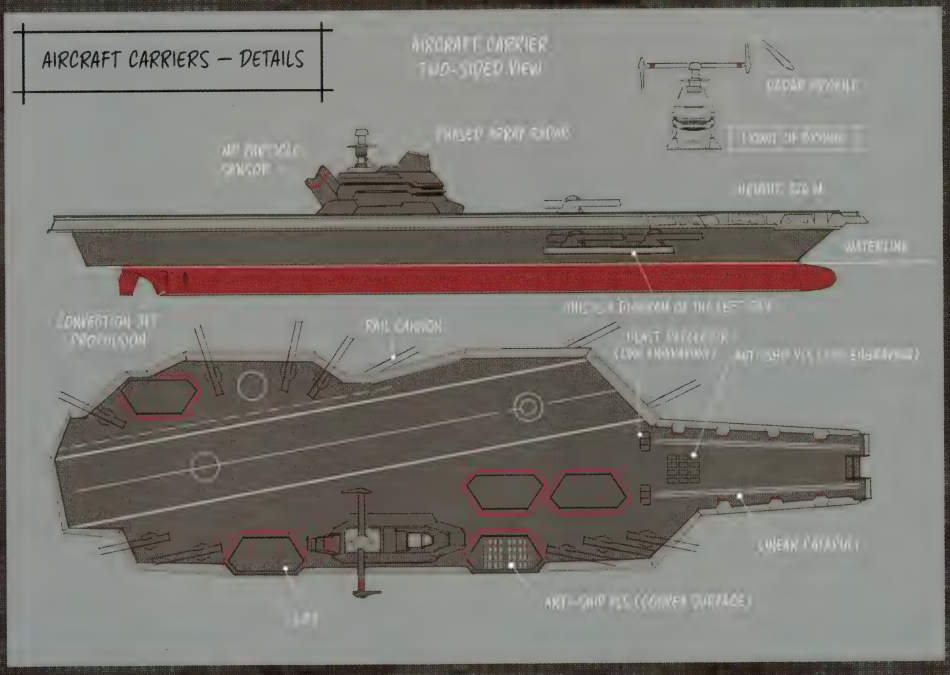
MP BEAM MISSILE FIRING PROCESS:
1. GUNPOWDER INSIDE THE MISSILE CAUSES THE AMMUNITION TO FIRE.
2. THE MISSILE FLIES VIA INERTIA AND DEPLOYS AN MP-RESISTANT BARRIER.
3. THE MP BEAM IS AIMED AND FIRED FROM THE PORT WHERE THE MISSILE WAS FIRED.
4. THE MISSILE, PROPELLED BY THE BEAM THAT JUST HIT IT, FLIES TOWARD ITS TARGET.
THE ENTIRE PROCESS TAKES LESS THAN A SECOND.


ALL-REGION MULTIPURPOSE TACTICAL FIGHTER AIRCRAFT
Ho229
* ITEMS IN PARENTHESES ARE FLIGHT CONFIGURATION FUNCTIONS

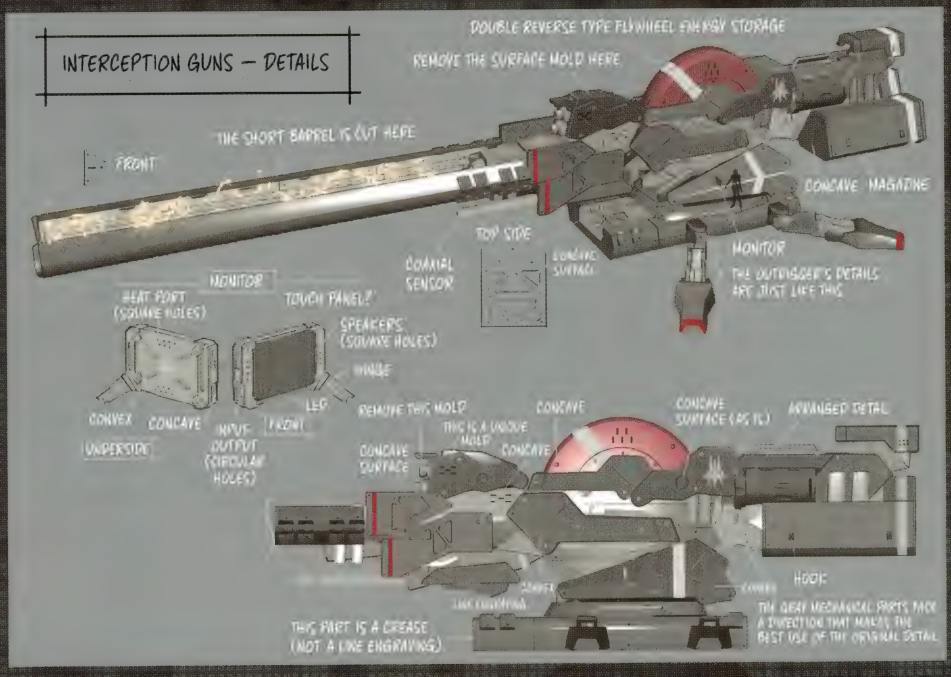

FLIGHT UNITS — MARKINGS
YoRHa
For the Glory of Mankind
Horten
Ho229 Type B
DANGER
JET INTAKE
NO STEP
CHAFF
FLARE
HOIST
POINT
CAUTION
BEWARE
OF BLAST
CAUTION
CAUTION


AIRCRAFT CARRIERS

H.K.


AIRCRAFT CARRIERS – DETAILS
AIRCRAFT CARRIER
TWO-SIDED VIEW
RAIL CANNON
WATERLINE

H.K.


INTERCEPTION GUNS – DETAILS
DOUBLE REVERSE TYPE FLYWHEEL ENERGY STORAGE
REMOVE THE SURFACE MOLD HERE
THE SHORT BARREL IS CUT HERE
FRONT
CONCAVE MAGAZINE
TOP SIDE
COAXIAL SENSOR
MONITOR
THE OUTRIGGER'S DETAILS ARE JUST LIKE THIS
MONITOR
HEAT PORT (SQUARE HOLES)
TOUCH PANEL?
SPEAKERS (SQUARE HOLES)
HINGE
CONVEX
CONCAVE
UNDERSIDE
INPUT/OUTPUT (CIRCULAR HOLES)
FRONT
LED
REMOVE THIS MOLD
CONCAVE
CONCAVE SURFACE (ARC R)
ARRANGED DETAIL
THIS IS A GROOVE MOLD
CONCAVE SURFACE
CONCAVE
HOOK
THIS PART IS A CREASE (NOT A LINE ENGRAVING)

H.K.

ENEMY MACHINES — COMMON

WHEELED TYPE
KUGELPANZER

SMALL STUBBY
(SPRING-ACTION MACHINE)

SMALL BIPED

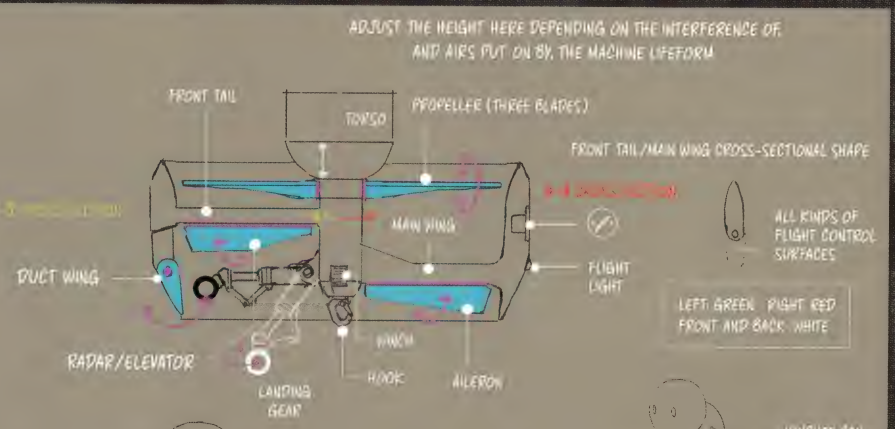
MEDIUM BIPED

H.K.

COMMON FLYERS (SMALL)

COLEOPTER TYPE
(DUCTED FAN)

PLEASE REFER TO THE MINISTRY OF DEFENSE'S SPHERICAL FLYING OBJECTS FOR HOW THEY FLY

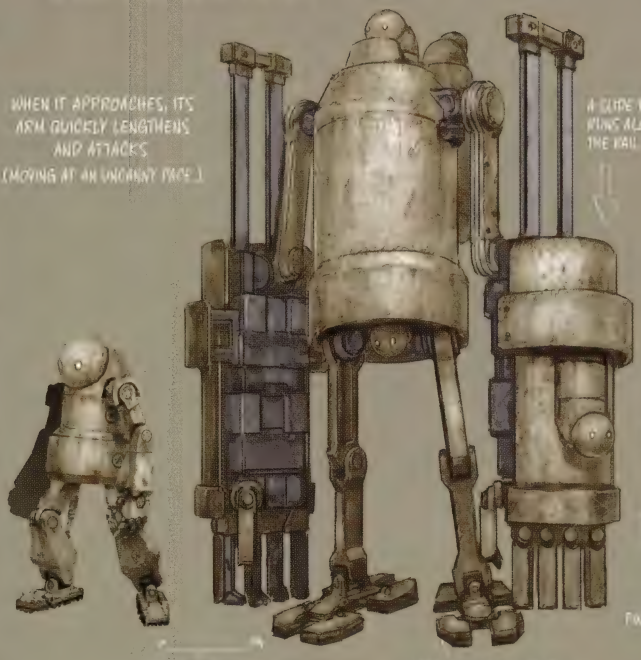


H.K.

ENEMY MACHINES — COMMON GOLIATHS ①

SMALL MACHINES CLING TO THE HEAD, BACK, ARMS, AND BROW

AN IMAGE OF **APPEARING SUDDENLY** AND **SWAYING** AS IT WALKS



WHEN IT APPROACHES, IT'S ARM QUICKLY LENGTHENS AND ATTACKS (MOVING AT AN UNCANNY PACE.)

A SLIDE THAT RUNS ALONG THE RAIL

THE SAME ANGLES (THE RIGHT ONE IS ALSO A SNOWSHOE).

EACH SNOWSHOE HAS THE CAPABILITY OF FLEXIBLE MOVEMENT AND WALKS STEALTHY.

BACK

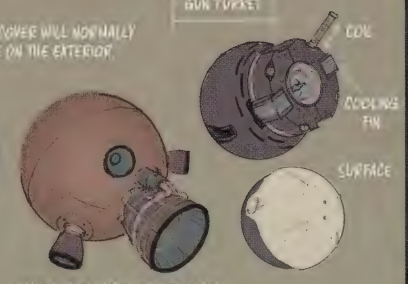
A COVER WILL NORMALLY BE ON THE EXTERIOR.

GUN TURRET

COIL

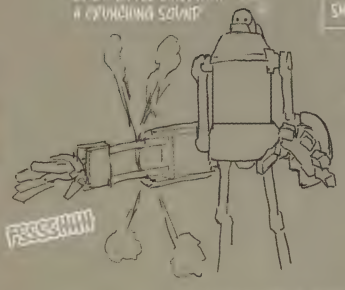
COOLING FIN

SURFACE



LIQUID FUEL-TYPE ROCKET ENGINE

MOVES ITS NECK AROUND LIKE A LITTLE BIRD, WITH A CRUNCHING SOUND.

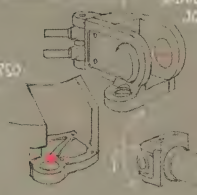


FSSSSHHH

SHOULDER STRUCTURE

SHOULDER JOINT

TORSO



TO THE ARM

FOOT

THE FRONT CAN WALK TIPTOE

A FOOT CONSISTS OF THREE LAYERS, WITH A FRAME IN THE SOLE.

FINGER

FINGERTIP

FRAME

TOP

SOLEPLATE

THERE'S A COVER FROM THE FIRST FINGER JOINT ONWARD.

SNOWSHOE CONNECTOR

SNOWSHOE PART

FRONT, BACK, LEFT, AND RIGHT ALL HAVE THE SAME SHAPE.

H.K.

COMMON FLYERS (MEDIUM)

SIDE OFFSET SENSOR

GUN UNIT USED BY COMMON MACHINES

HEAT SINK

GUN BATTERY UNIT

OPTICAL SENSOR

SEPARATES HERE

EXPLODER (SEPARATES AND MOBILIZES)

SAME MODEL AS THE COMMON QUADRUPED'S CUTTER, BUT A DIFFERENT SIZE

WIRE CUTTER

EACH JOINT TWISTS AND TURNS AS IT'S MOVED

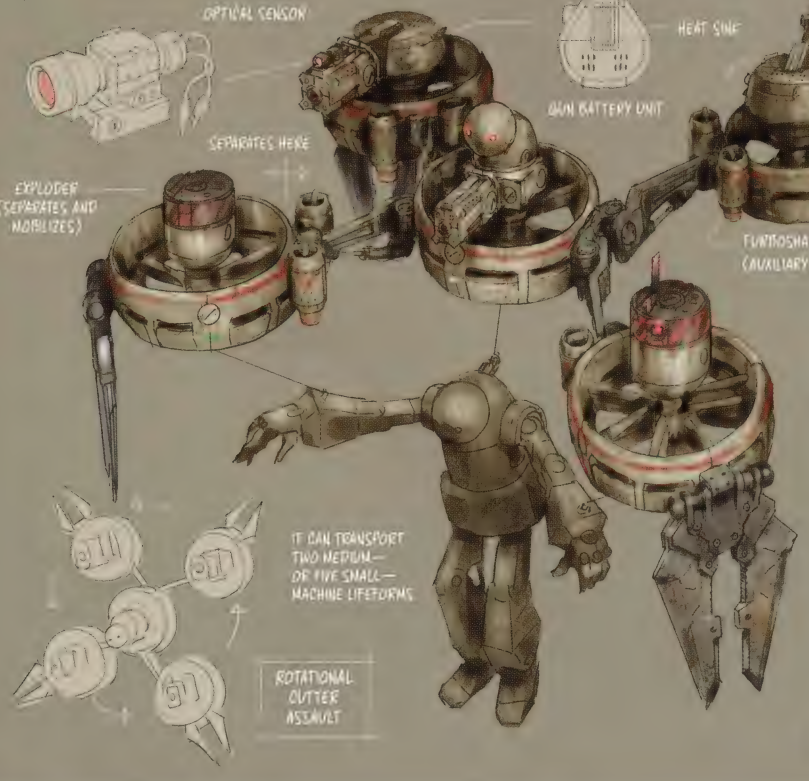
TO THE TIP

TURBOSHAFT ENGINE (AUXILIARY POWER)

ATTACHES TO MAIN BODY

JOINTS

ENGINE EXHAUST NORMALLY IT'S ALMOST IMPOSSIBLE TO SEE (VISIBLE AS A SHIMMER OF HOT AIR) FULLY OPERATIONAL AFTER A PART IS DESTROYED



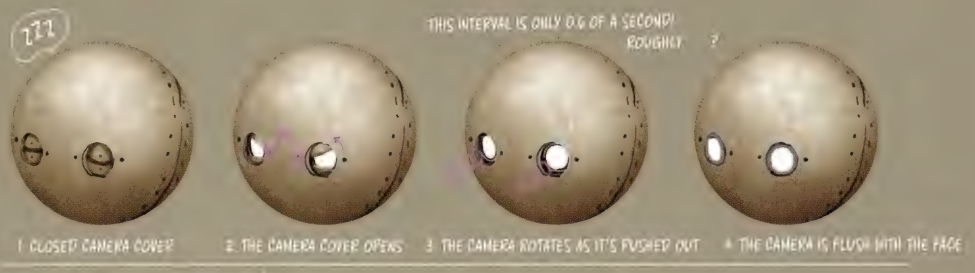
IT CAN TRANSPORT TWO MEDIUM— OR FIVE SMALL— MACHINE LIFEFORMS.

ROTATIONAL CUTTER ASSAULT

ELECTROMAGNETIC WIRE THROW

H.K.

ENEMY MACHINES — COMMON TYPE HEADS ①



CAMERA COVER OPENING/CLOSING GIMMICK (FOR REFERENCE)

THE OPENING AND CLOSING (BLINKING) OF THE COVER CLEANS THE LENSES

HEAD CLOSE-UP

DAMAGE REFERENCE

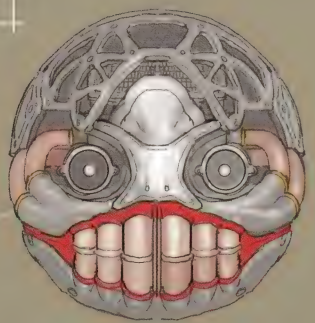
INTERIOR

H.K.

ENEMY MACHINES — COMMON TYPE HEADS ②

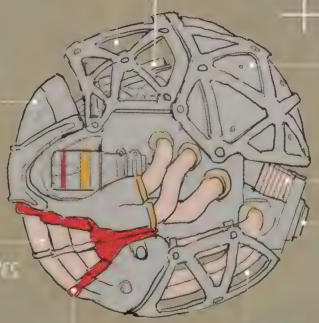
FOR TEXTURE INFORMATION, REFER TO "COMMON TYPE HEADS ①"
FOR SHAPE INFORMATION, REFER TO THIS SECTION

FRONT OF HEAD

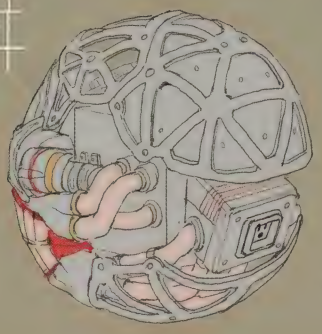


FULL PLATING

SIDE

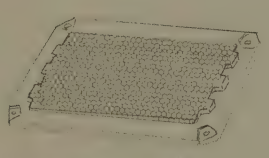


BACK LEFT SIDE



CAMERA EYE

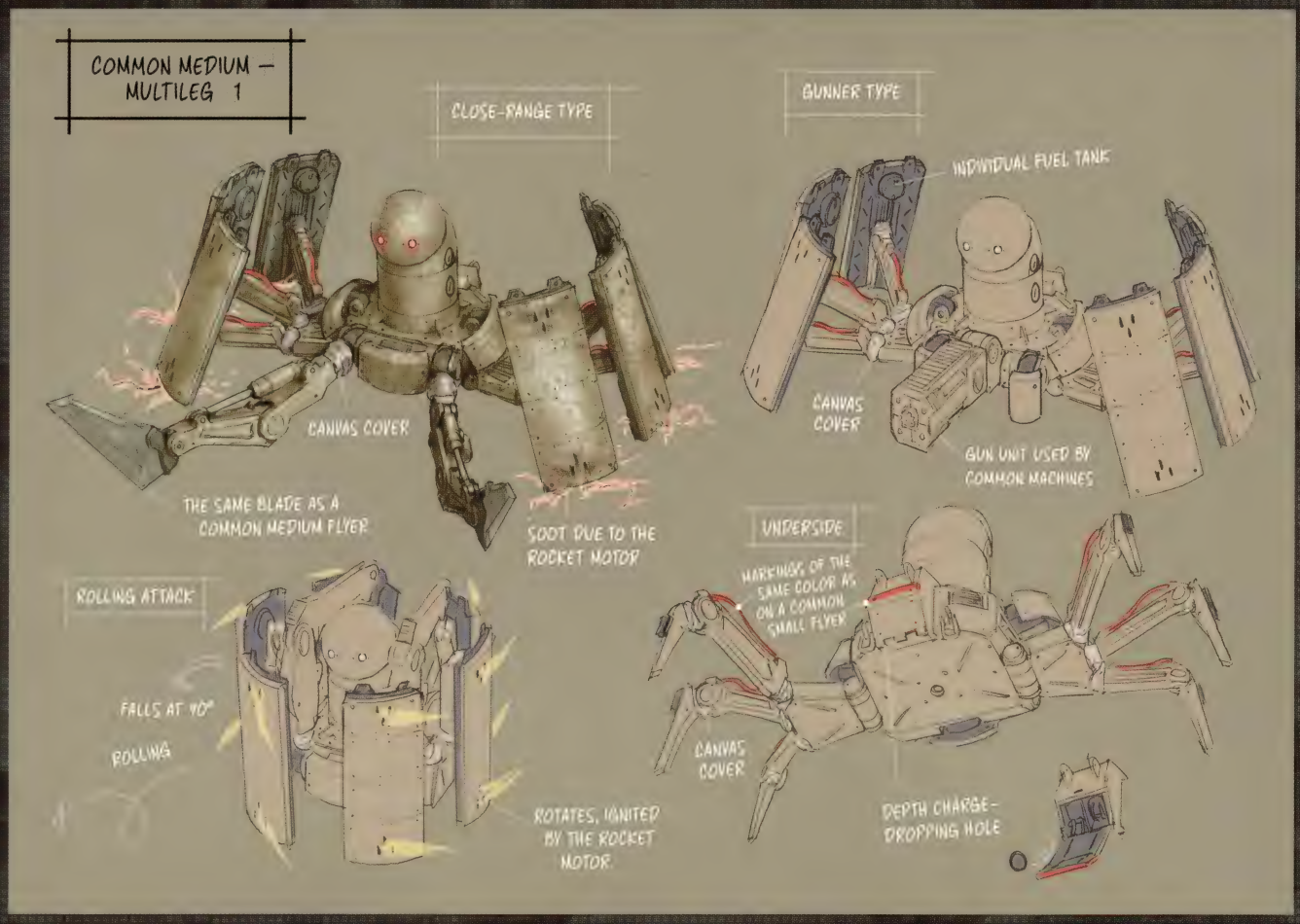
CONNECTOR SHAPE



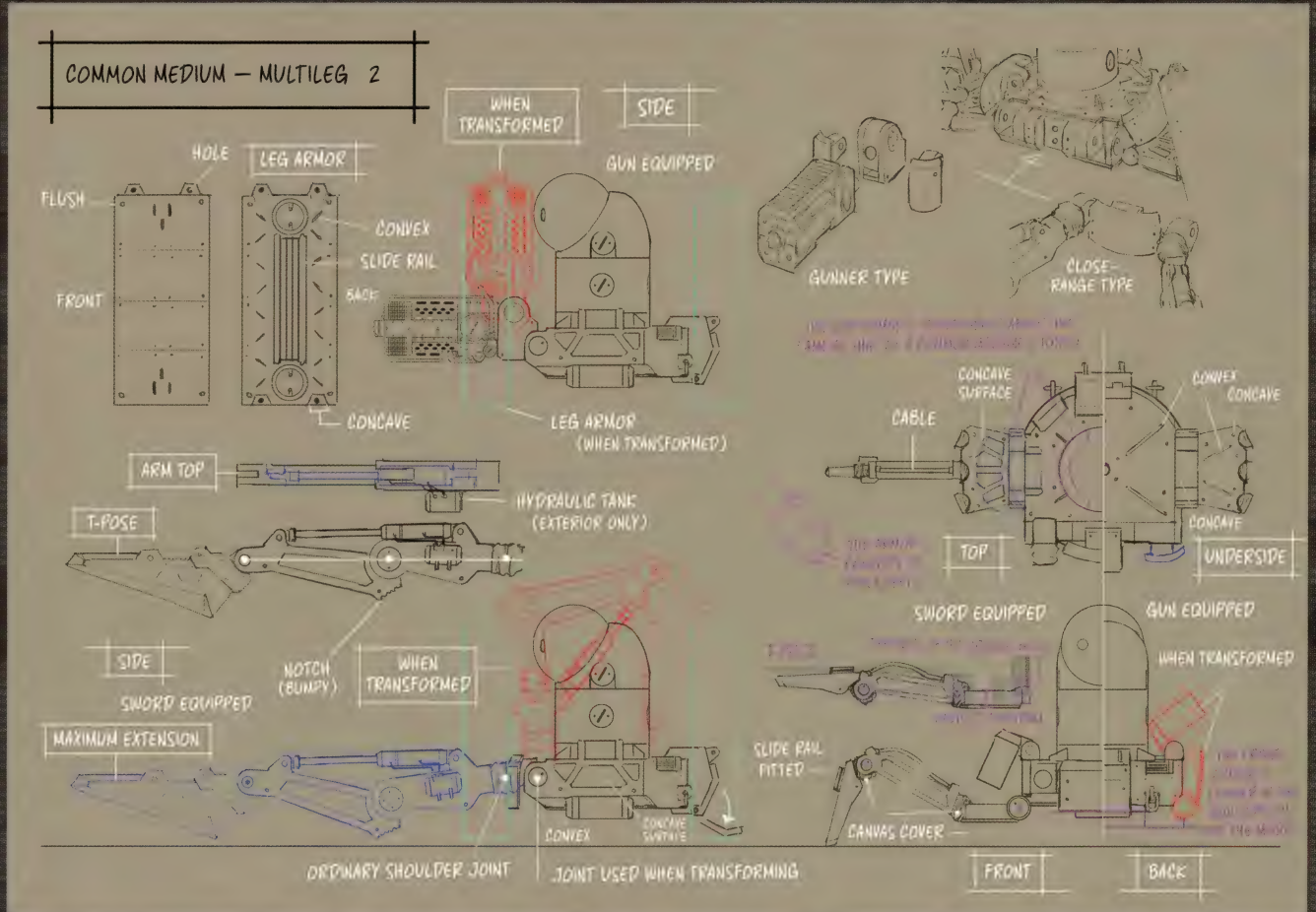
PHASED ARRAY RADAR

ENLARGED ILLUSTRATION OF RADAR DEVICE

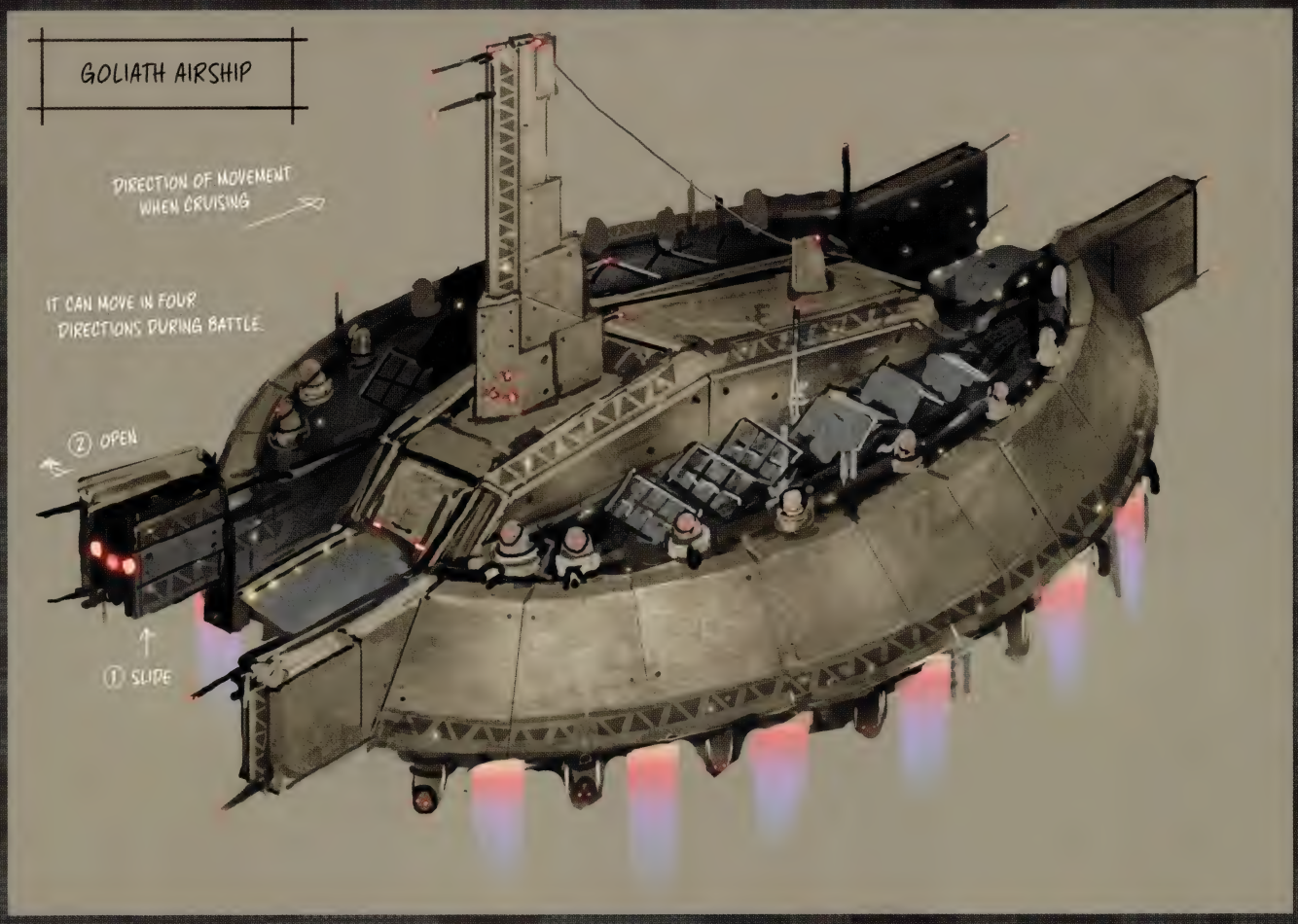
H.K.

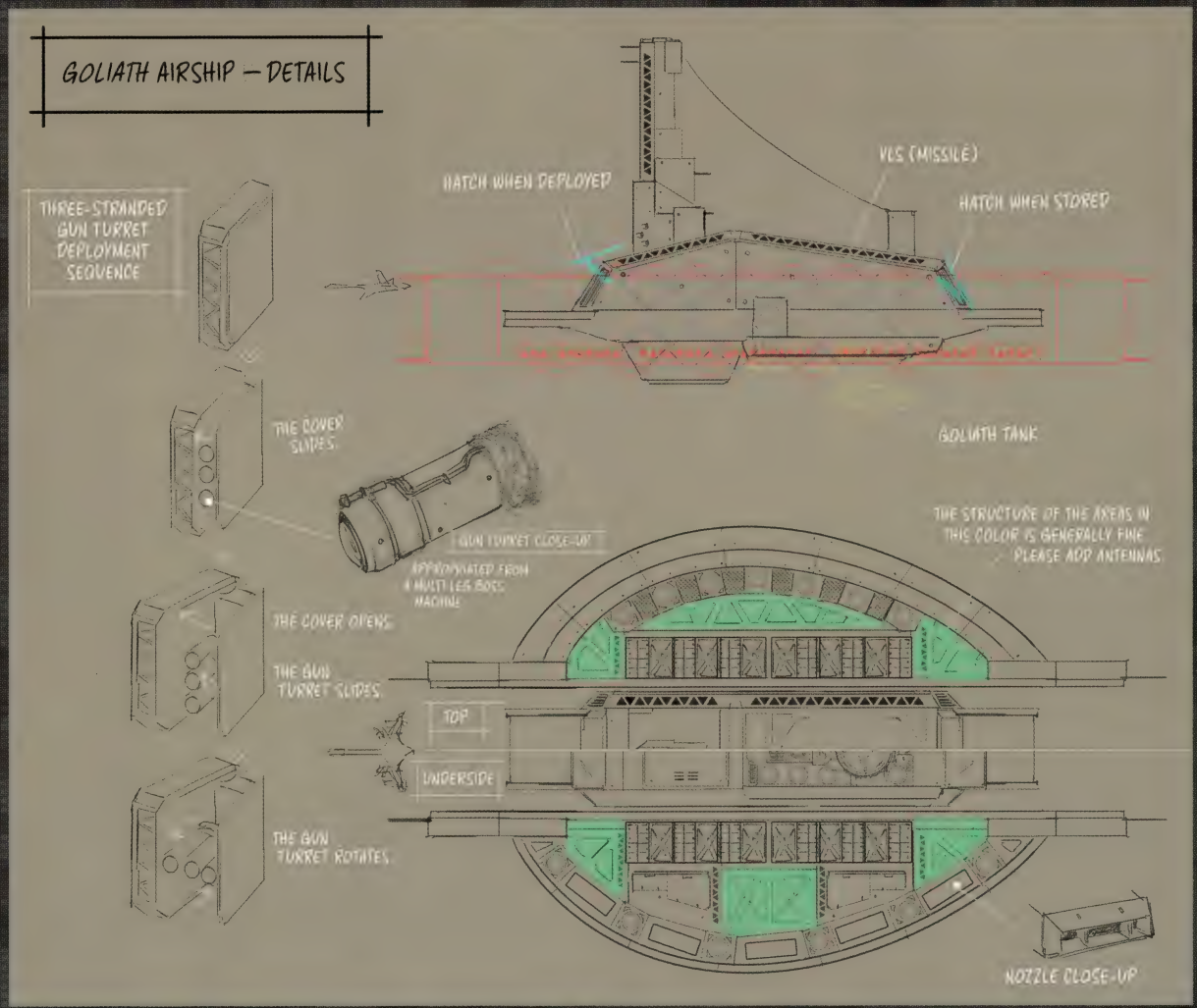

COMMON MEDIUM — MULTILEG 1
CLOSE-RANGE TYPE
GUNNER TYPE
INDIVIDUAL FUEL TANK
CANVAS COVER
CANVAS COVER
GUN UNIT USED BY COMMON MACHINES
THE SAME BLADE AS A COMMON MEDIUM FLYER
SOOT DUE TO THE ROCKET MOTOR
UNDERSIDE
MARKINGS OF THE SAME COLOR AS ON A COMMON SMALL FLYER
ROLLING ATTACK
FALLS AT 90°
ROLLING
CANVAS COVER
ROTATES, IGNITED BY THE ROCKET MOTOR
DEPTH CHARGE-DROPPING HOLE

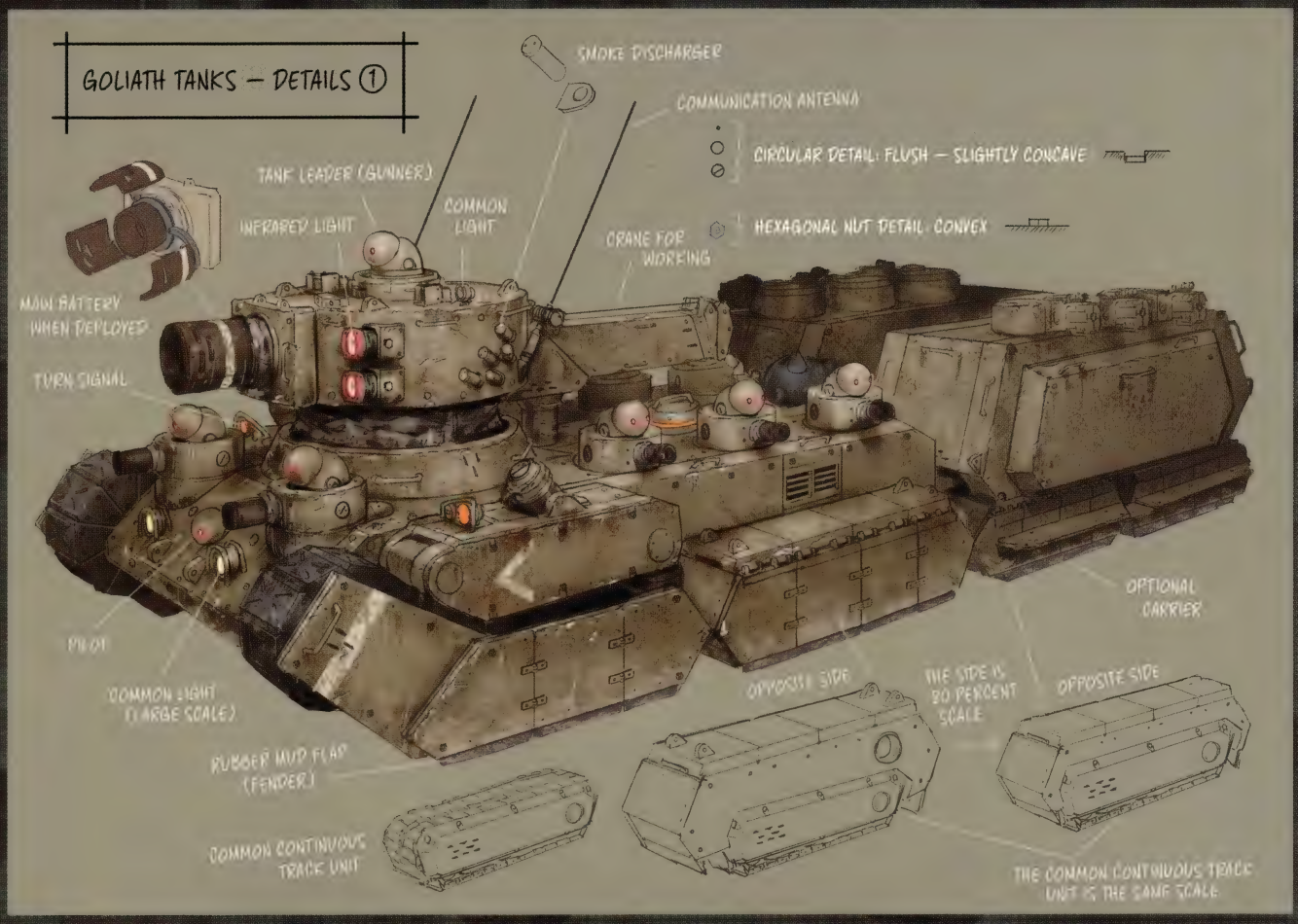
H.K.


COMMON MEDIUM — MULTILEG 2
WHEN TRANSFORMED
SIDE
GUN EQUIPPED
HOLE
LEG ARMOR
FLUSH
FRONT
CONVEX
SLIDE RAIL
BACK
CONCAVE
LEG ARMOR (WHEN TRANSFORMED)
GUNNER TYPE
CLOSE-RANGE TYPE
CONCAVE SURFACE
CONVEX CONCAVE
CABLE
CONCAVE
TOP
UNDERSIDE
ARM TOP
HYDRAULIC TANK (EXTERIOR ONLY)
T-POSE
SWORD EQUIPPED
GUN EQUIPPED
SIDE
SWORD EQUIPPED
NOTCH (BUMPY)
WHEN TRANSFORMED
WHEN TRANSFORMED
MAXIMUM EXTENSION
SLIDE RAIL FITTED
CANVAS COVER
CONVEX
CONCAVE SURFACE
ORDINARY SHOULDER JOINT
JOINT USED WHEN TRANSFORMING
FRONT
BACK

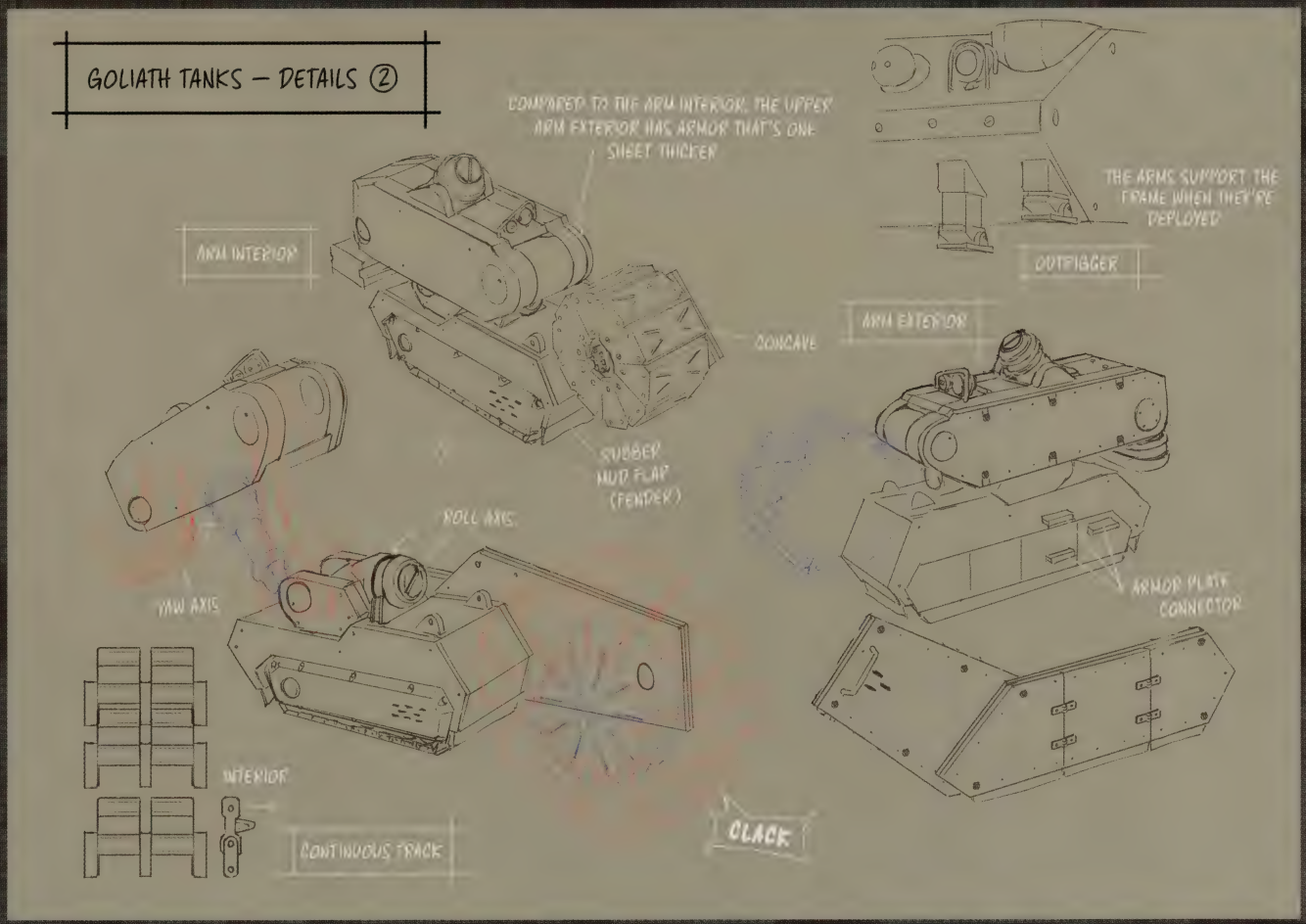
H.K.


GOLIATH AIRSHIP
DIRECTION OF MOVEMENT WHEN CRUISING
IT CAN MOVE IN FOUR DIRECTIONS DURING BATTLE.
② OPEN
① SLIDE

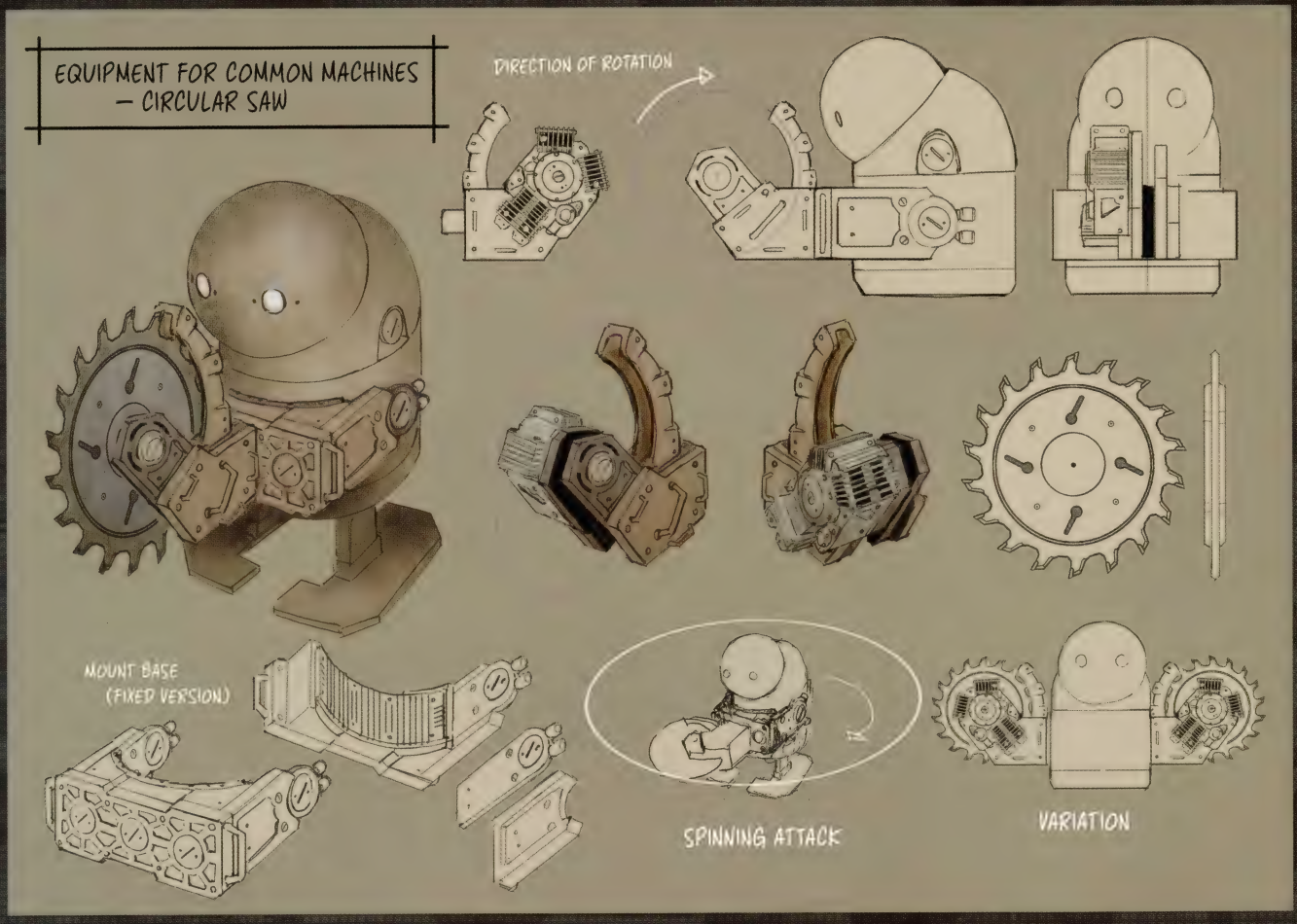

GOLIATH AIRSHIP — DETAILS
THREE-STRANDED GUN TURRET DEPLOYMENT SEQUENCE
THE COVER SLIDES.
THE COVER OPENS.
THE GUN TURRET SLIDES.
THE GUN TURRET ROTATES.
GUN TURRET CLOSE-UP
APPROPRIATED FROM A MULTI-LEG BOSS MACHINE
HATCH WHEN DEPLOYED
VLS (MISSILE)
HATCH WHEN STORED
GOLIATH TANK
THE STRUCTURE OF THE AREAS IN THIS COLOR IS GENERALLY FINE. PLEASE ADD ANTENNAS.
TOP
UNDERSIDE
NOZZLE CLOSE-UP


GOLIATH TANKS — DETAILS ①
SMOKE DISCHARGER
COMMUNICATION ANTENNA
CIRCULAR DETAIL: FLUSH — SLIGHTLY CONCAVE
HEXAGONAL NUT DETAIL: CONVEX
TANK LEADER (GUNNER)
INFRARED LIGHT
COMMON LIGHT
CRANE FOR WORKING
MAIN BATTERY WHEN DEPLOYED
TURN SIGNAL
PILOT
COMMON LIGHT (LARGE SCALE)
RUBBER MUD FLAP (FENDER)
COMMON CONTINUOUS TRACK UNIT
OPPOSITE SIDE
THIS SIDE IS 80 PERCENT SCALE
OPPOSITE SIDE
OPTIONAL CARRIER
THE COMMON CONTINUOUS TRACK UNIT IS THE SAME SCALE

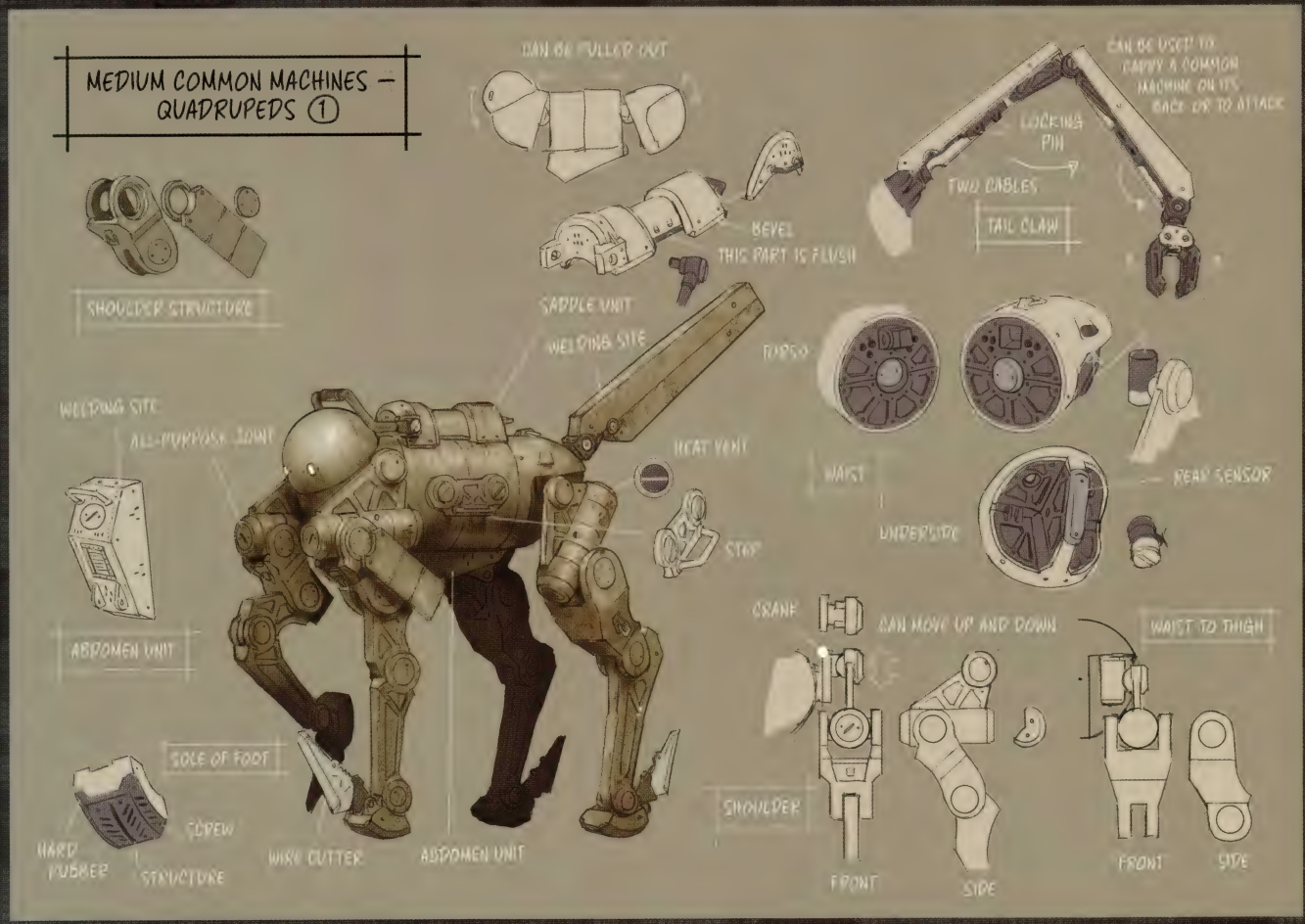
H.K


GOLIATH TANKS — DETAILS ②
COMPARED TO THE ARM INTERIOR, THE UPPER ARM EXTERIOR HAS ARMOR THAT'S ONE SHEET THICKER
ARM INTERIOR
THE ARMS SUPPORT THE FRAME WHEN THEY'RE DEPLOYED
OUTRIGGER
ARM EXTERIOR
CONCAVE
RUBBER MUD FLAP (FENDER)
ROLL AXIS
YAW AXIS
ARMOR PLATE CONNECTOR
INTERIOR
CONTINUOUS TRACK
CLACK

H.K.


EQUIPMENT FOR COMMON MACHINES
— CIRCULAR SAW
DIRECTION OF ROTATION
MOUNT BASE
(FIXED VERSION)
SPINNING ATTACK
VARIATION

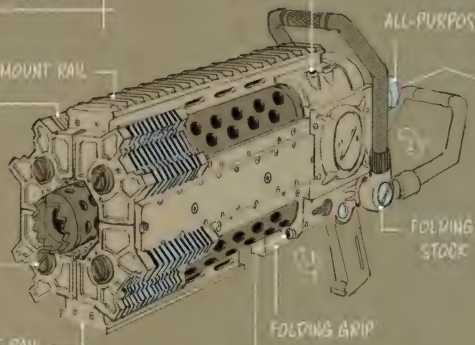
H.K.


MEDIUM COMMON MACHINES —
QUADRUPEDS ①
CAN BE PULLED OUT
CAN BE USED TO CARRY A COMMON MACHINE ON ITS BACK OR TO ATTACK
LOCKING PIN
TWO CABLES
TAIL CLAW
BEVEL THIS PART IS FLUSH
SADDLE UNIT
WELDING SITE
SHOULDER STRUCTURE
TOPSO
WAIST
UNDERSIDE
REAR SENSOR
WELDING SITE
ALL-PURPOSE JOINT
HEAT VENT
STOP
ABDOMEN UNIT
SOLE OF FOOT
SCREW
HARD RUBBER
STRUCTURE
WIRE CUTTER
ABDOMEN UNIT
CRANK
CAN MOVE UP AND DOWN
WAIST TO THIGH
SHOULDER
FRONT
SIDE
FRONT
SIDE

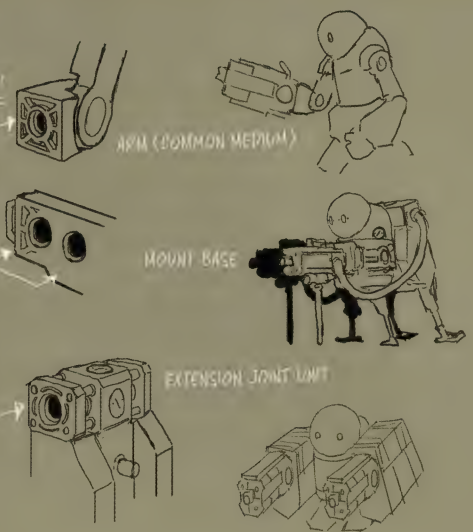
H.K.

COMMON EQUIPMENT — GUNS

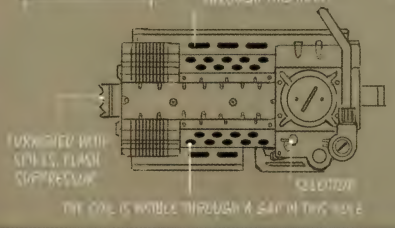
ENERGY GUN UNIT



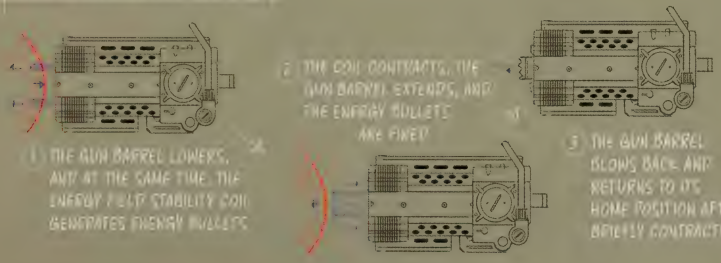
CAN BE FREELY REARRANGED!



SIDE DRAWING



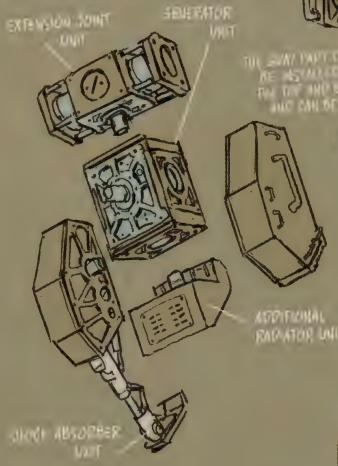
ENERGY BULLET FIRING SEQUENCE



H.K.

COMMON EQUIPMENT

BARRAGE DISASSEMBLY DIAGRAM

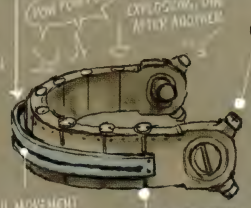


MOUNT BASE

TOP SIDE DIAGRAM

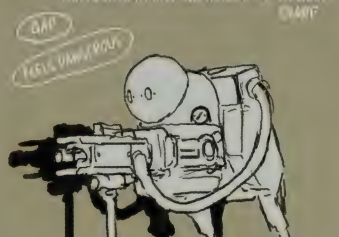
EXPLODING BOLT

WHEN THE EQUIPMENT BREAKS, IT EXPLODES UPON EMERGENCY REMOVAL

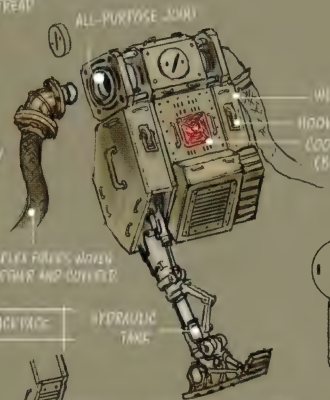


SWEET FACE. SIMPLE BODY. BIG GUN!

PARTS WITH ATTACKING ABILITY → RUGGED CHART



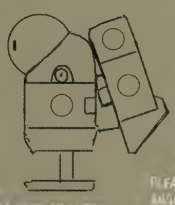
ALL-PURPOSE JOINT



HOOK CLOSE-UP

SHOCK ABSORBER DEPLOYMENT DIAGRAM

THERE'S A PATTERN OF HAVING MULTIPLE GENERATORS EQUIPPED (CONNECTED HORIZONTALLY).



SPACER UNIT

WHEN THE SHOCK ABSORBER'S AREN'T NEEDED, IT'S FINE TO HAVE THE COOLING UNIT AS IN THE LEFT DIAGRAM

PLEASE ADJUST TO AN APPROPRIATE ANGLE TO BE THE SAME DISTANCE FROM THE BACKFACE.

H.K.

K.K. & H.M.

Important Confidential Report

This document contains a record of the subentry Type E of Project YoRHa.
It is marked with Level S confidentiality and should not be disclosed to any YoRHa personnel, save for the commander.

*If you wish to change access permissions, you must submit a request to the Council of Humanity during the hours of operation.

Cage of Memories

Written by Jun Eishima

1

The weapon flashed as if slicing the sandstorm itself. The type 40 sword was a state-of-the-art saber furnished to the elite forces fighting on the frontlines. Lightning burst along the edge of the blade as a hemispherical object flew off it in an arc.

The freshly decapitated machine lifeform stopped moving, and its cylindrical body toppled onto the sand and exploded. The two other machines that had been dispatched were caught in the explosion, and the resulting metal fragments rained down onto the earth.

The roar and the searing heat of the explosion dissipated, and only the sound of the desert wind remained.

The outline of a humanoid figure appeared from the settling cloud of dust. The gently curved shoulders, slender waist, and shapely legs extending from beneath the flared hem of a skirt would lead one to assume that the silhouette belonged to an adult woman.

Strictly speaking, however, she was not even human, nor did she possess a gender in the biological sense. She was the YoRHa android No. 2 Type B, nickname 2B, a model specializing in combat.

Humanity had long since left the Earth's surface when they were forced to evacuate to the moon due to an alien invasion. The surface was now a battleground for the androids, who were tasked with exterminating the machine lifeforms, the underlings of the aliens.

2B sheathed her sword. She turned around and called, "Is that all of them?"

The object hovering two meters above the ground near her lowered its altitude in response. The floating tactical support unit known as a "pod" was box shaped, had two pairs of differently sized arms, and primarily moved through the air, although it could also function underwater. Pods were equipped with a variety of features to assist YoRHa androids, including ranged attacks, situation analyzers, data transmission, and first-aid treatment.

"Affirmative," the pod verified. "There are no enemy signals within a five-kilometer radius of the access point."

"I see," muttered 2B. She stepped toward the access point, a metal box that was only slightly taller than herself. Access points were disguised as vending machines, relics of human civilization. They were essential facilities for communicating with headquarters and for confirming information regarding the surrounding areas.

Whether or not they were aware of their importance, machine lifeforms gathered around the access points they'd discovered. It didn't matter whether it was tucked away in a corner of the ruins, or out in the middle of the desert. They were like insects swarming around a piece of fallen fruit.

As a result, a YoRHa member on the surface first needed to eliminate the machine lifeforms surrounding an access point before they were able to send and receive mail or obtain information regarding the local terrain. It had become standard operating procedure.

2B was now finally able to address her original goal, and she selected and opened the newest mail in the displayed list. She had just glanced across a subject line that read "Top Secret" and briefly scanned the body of the message when she was interrupted.

"2B!"

9S burst into view. No. 9 Type S—or 9S—was a YoRHa model as well, but in contrast to 2B's appearance as an adult woman, he was manufactured to resemble a human boy.

"Is that mail from headquarters?"

2B knew he probably hadn't been peeking, but as a scanner model whose specialty was research, he possessed superior observational skills and intuition. 9S must have known that it wasn't time for the regularly scheduled correspondence from the Council of Humanity on the moon's surface, nor would 2B be reading personal mail immediately before an operation to destroy machine lifeforms . . . He had probably used this line of reasoning to conclude that it was correspondence from headquarters.

"Nothing to do with this investigation. They're orders for a different operation."

2B diverted the conversation.

"This wasn't supposed to be our rendezvous point."

"Yeah, but it looked like you were in the middle of a fight, so I thought . . . I'd provide backup."

"Unnecessary."

If she couldn't destroy such a small number of machine lifeforms by herself, she would be considered defective as a B type.

"I guess so." 9S shrugged in an exaggerated gesture. "Well, now that we've met up, let's head to our destination."

After updating the map data coordinates from the planned rendezvous point to their final destination, 2B and 9S began to move.

2

"Argh. Sand in my shoes again."

2B didn't consider this to be something worth raising one's voice over. It seemed that wasn't the case for 9S. After a few meters, he would grimace, and after a few more he would shout. It soon became a pattern.

"2B, doesn't it bother you?"

"What?"

"Aren't your shoes full of sand?"

"There's no reason for the mere feeling of a foreign substance to hinder my walking."

The sandstorm was impeding her vision, but the sand in her shoes presented no problems. 9S's shoulders visibly slumped.

"Doesn't the 'crunch-crunch' in your shoes feel bad? Even if it's not a hindrance, isn't it a psychological thing?"

"Emotions are prohibited."

How many times had she said these exact words to him before? Today's mission was not the first time 2B and 9S had worked together.

"Fine."

His sulky response was the same every time as well, except for the first time, when he had flinched and spurted, "Sorry!"

2B had heard that emotions had originally been forbidden for YoRHa members because once blunders had been committed during an operation when emotions ran wild. She was also aware that emotions could certainly cause fluctuations in judgment and behavior. *We YoRHa don't need them*, thought 2B . . . *Especially not me*.

"Oh! Could that be it?"

9S pointed toward a shadow in the shape of a building that had suddenly become visible through the raging sandstorm. 2B verified that the structure was accurately shown in the map data.

"Affirmative: The object of this investigation. A giant structure containing remains of human civilization," a pod responded from nearby. It wasn't 2B's Pod 042, but rather Pod 153, assigned to 9S. These units were programmed not to respond to anyone other than the android they supported, unless they were specifically addressed or in an urgent situation.

The wind abruptly subsided, and their vision cleared. An arch-shaped entrance came into view from a giant shadow that had been obscured by the sand. The building had apparently been constructed in the carved-out section of a rocky mountain, but the map data indicated that only a portion of the building was located there. The rest of the building partially faced a valley. It was an atypical architectural style.

"It seems to be a religious facility. I think its official name was the Barren Temple? Looks like humans lived here long ago, and then it later became a sacred place . . . among other things."

9S's voice reverberated. Specializing in research and collecting information, S types possessed a curiosity for all types of phenomena.

"Let's hurry, 2B."

9S's tone was impatient. He broke into a run, kicking up sand behind him. 2B would have expected him to be complaining even more than before about the "crunch-crunch" in his shoes, but he didn't seem to care at all. Evidently it was a psychological thing. A smile rose to her lips, but 2B quickly smothered it.

"Emotions . . . are prohibited . . ."

9S looked over his shoulder and shouted to her.

"Did you say something?!"

"It's nothing," 2B answered as she, too, made haste toward this Barren Temple.

3

The interior of the temple was completely silent. *All sound has vanished*, she thought. It gradually dawned on her that the stillness could be credited to the thick outer walls that obstructed the incessant sound of the wind outside.

"The air conditioning in this place is surprisingly effective, huh?" 9S suggested.

Pod 153 responded immediately, "Negative: at our current position near the temple entrance, there is no air conditioner or other similar device."

"Oh, come on. It's a psychological thing."

9S sulked before breaking into a jog down the passage. 2B followed while remaining aware of their surroundings.

The faint sounds of the pair's footsteps and the pods' internal mechanisms reverberated and overlapped, and sunlight poured in from where part of the ceiling had collapsed. It was bright enough that they could tell the stairs and the landing were expertly paved with rectangular stones.

"The sand got this far into the building, huh?"

9S leaned over the railing on the stairs and peered downward. The downstairs passage was completely buried in sand. It had even piled up against the walls like snowdrifts.

"Hypothesis: The sand in the center of the passage—as well as several places along the wall—is being artificially circulated. However, the date and purpose of its creation are unknown."

"Artificially circulated? Sand is flowing through the inside of the temple like a river?"

"Affirmative. For convenience, I have designated it as 'artificial quicksand.'"

"You said the purpose was unknown?"

"Affirmative."

The legacy of the old world held many mysteries. Even the humans who'd fled to the moon didn't take all of that information with them. It was left to the androids to research, record, and preserve.

"Are there machine lifeforms nearby?"

2B's goggles weren't showing any enemy signals, but she asked Pod 042 to verify anyway. She preferred to be certain.

"Response: There are no enemy signals from within the temple."

In other words, even if the overcurious 9S decided to do something rash, they wouldn't be in immediate danger. Still, there were certain machine lifeforms that were able to emit harmful EMP attacks. It wasn't as if they were completely safe.

"Alert: A portion of the stairs and floor beyond this point is damaged."

9S laughed off 153's warning.

"I know that already. Right, 2B?"

2B nodded. They could see that the stairs leading from the entrance to the interior were blocked by a huge stone.

"This stone was originally part of the ceiling. The surface is pretty weathered, but there's still a faint pattern."

9S was crouched on one knee and examining the giant stone buried in the stairs. He glanced up at the ceiling. 2B also raised her head. Blue sky was peeking through the collapsed ceiling.

"Wonder what caused it to collapse in the first place."

It certainly hadn't been caused by a battle with the machine lifeforms. The goal of the androids was to reclaim the surface for mankind and to restore it to its original state as closely as they were able. They avoided combat that might damage historic ruins of human culture whenever possible, so it was hard to imagine a battle of this magnitude taking place so close to a structure. If 2B and 9S had encountered machine lifeforms in proximity to these ruins, they would likely have led them away from the building before engaging.

"Response: My hypothesis is that the collapse occurred thousands of years ago. Therefore, it is impossible to ascertain the specific cause."

"Thousands of years ago, huh? That's amazing."

"Amazing?"

"If the ceiling collapsed thousands of years ago, that means this temple is even older than that, right? What's amazing is that it's in such good shape after all this time. The desert climate is harsh, so it wouldn't be a surprise for something made of stone to be more weathered than it is."

After saying all this in one breath, 9S suddenly stood up. He moved toward a room to the side of the stairs, drawn to it like a moth to flame.

"What now?"

2B called out to him, half-surprised. 9S was gazing at the open door.

"I wonder how this door opens and closes? It's stone, yeah? This bulk, this size. There's no way it could be moved by human strength."

The door seemed to be composed of two sliding panels, but there was no indication that they could be moved by pushing or pulling. 9S eagerly tilted his head back and forth.

"Could there be a power source somewhere?"

He glanced inside the room, but in contrast to the natural light illuminating the passage, there was nothing but total darkness through

the door. 9S was carelessly moving into the dark when 153 cut in front of him.

"Proposal: Use a light."

"Okay. Point it that way."

"Understood."

153's light revealed an unexpectedly spacious room. The two of them ventured to the room's center, and the entrance fell back into darkness. 042 activated its own light. 2B followed them into the room.

9S ran about, looking up at the ceiling and surveying the walls. The sound of his shoes echoed off the high ceiling. He'd stop periodically to stoop down and examine the paving of the floor. Just observing his movements could make one dizzy.

"The floor, the walls, the ceiling . . . all of them are made of stacked stone. They were cut into uniform sizes and lined up . . . It's different from any other architectural style I know of. I've never seen anything like it. I wonder what kind of heavy equipment it used? How did they transport such heavy stone? How is such a significant width and height supported with just these pillars?"

As he spoke in a frenzy, 9S rushed over to a section of the wall.

"Could there have been a light here on this long, narrow stand?"

"Affirmative: There are traces of light sources known as 'torches' that were once affixed here."

"One, two, three, four . . . eight spots in all? I wonder what the room was used for. There doesn't seem to be any trace of ritual practice or other stuff like that."

After he'd finished running around the entire room, 9S headed for an inner door. The door leading into the room had been standing open, but this one was closed.

"There's no doubt . . ."

9S put a hand on the seam of the sliding doors.

". . . opening it easily is . . .

". . . impossible," he finished as both sides of the door parted with a low creaking sound.

"It opened?!"

9S looked at the door in astonishment. With its light still on, 153 made a quick trip through the door and back.

"Alert: There is an extreme difference in height between this door and the passage beyond. There is a significant possibility that it will impede movement."

153's warning couldn't restrain 9S's curiosity.

"I'm just gonna take a quick look. I'll be right back!"

9S removed his hand from the door, and it closed again with a creak.

4

When 9S and Pod 153 were gone, 2B released a small sigh. She'd never have a better opportunity.

"Pod program, switch to melee support and deploy weapons."

"Understood. Commencing short-range EMP camouflage. Activating close-combat equipment."

Pod 042, unconcerned, followed its instructions.

"Change combat mode to anti-YoRHa. Cancel identification signal."

Thinking about the task ahead made her heart heavy. She attempted to calm herself. She ceased all movement and released the tension from her muscles.

This was all part of her mission. All she could think of were the words "Top Secret."

She'd received the mail notification immediately after she'd stepped out of her flight unit. Not when she was still in the orbital satellite base, nor when she'd broken through the atmosphere. It'd been the instant she'd alighted onto the desert sand. 042 informed her of a new message, and she knew immediately what it was about. It had been addressed directly from the commander, not routed through an operator. The timing was deliberate, to make it hard to intercept, and it was of the utmost secrecy among confidential matters.

No. She'd known a long time before she received the message. Ever since she'd been ordered to investigate the remains of human civilization with 9S, she knew. There was no doubt she would soon receive an order to erase 9S. Unfortunately, that premonition hit the mark.

"Pod. Retrieve 9S's positional data and find a route that approaches him from the side of the passage."

"Understood. Tracking the black-box signal of 9S. Initiating route search."

2B stood with her back to the door through which 9S and 153 had departed. She should

use a different route to track them. Rather than pursue them directly, she knew she'd have to pass them to begin.

Not to mention the fact her target was an S type. It would be difficult to catch him by surprise without a great deal of skill, but 2B knew that her own combat abilities exceeded his. The outcome was obvious. There would be no need for advanced tactics like a surprise attack, but she just wanted to finish it as quickly as possible. She wanted it to be over before 9S even realized that he was under attack. She didn't want him to experience more terror or pain than necessary . . .

042 signaled "search complete," and 2B retraced her steps down the passage. She ran up the giant stone obstructing the stairs and leapt off it. 9S's black-box signal was already closer.

2B descended the stairs without a sound. 9S's black-box signal was coming from the next room. She quietly drew her sword and approached the door.

As in the first room, the double doors stood open, but she could not see 9S anywhere.

She got closer to the door and quickly scanned the room. There were no obstacles, nowhere to hide, but 2B hesitated prior to advancing . . .

She felt a presence at her back. Instantaneously, she turned and rolled away as bullets rained down on the position where she had just been standing. 2B recognized immediately that this was a ranged attack from a pod program.

She tried to regain her stance, and she saw a blade come down toward her. 9S had circled behind her unnoticed to engage her in close combat.

She'd never dreamed that 9S would attack her. She'd wanted to take him by surprise and get it done quickly. She was the one who'd been surprised.

She attempted a kick to disarm 9S and came to a stunned realization.

Why does 9S have a longsword?

2B rapidly distanced herself from her attacker. 9S swung his longsword, which melted away as if it had passed through thermal rays. If she'd been less careful, she would have suffered a substantial wound to her right leg. 2B guessed that 9S had predicted the reaction of a melee-combat-specialized B type and set a trap.

She needed to change their location. The visibility in the passage was poor, and she'd lost the element of surprise.

With a huge leap, she put more distance between herself and 9S and plunged through one of the doors. She was now in a different room from the one in which she'd originally detected 9S's black-box signal. She expected he wouldn't have had enough time to set a trap here too.

9S chased after 2B. It was an open space with no cover, but he didn't seem to hesitate. He launched into a melee attack, supported by 153's covering fire. 2B was bewildered by 9S's fighting style. It was almost suicidal. She'd never seen this side of him before.

Dodging 153's bullets and laser, she slashed at 9S, but his movements were much faster than she'd expected. She was unable to land a decisive blow at all—the pod's ranged attacks were giving her trouble. She had to stop 153 before she made her next move. 2B hurled instructions at 042.

"Pod! Set 153 as your attack target!"

Tactical support units weren't programmed to make self-sacrificing attacks. If one was targeted, it would certainly attempt evasive maneuvers. In the moment it was dodging, it would cease firing at 2B. She would have one second—maybe two seconds at the most—to react, but it was enough.

The incessant shooting halted for a moment. At once, 2B closed the distance between her and 9S. Had he not expected the attack against the pod? She pointed the tip of her sword at 9S, who was now standing upright, and stepped forward. *This is it*, she thought. An unpleasant feeling rushed through her entire body. The saber she'd been gripping clattered to the floor.

2B opened her eyes . . . or at least tried to, but she couldn't even manage that. She'd lost control of her arms, her legs, her entire body.

The stones in the floor were rushing toward her. No. It was her own body that was falling forward. Just before she hit the ground, 2B heard 9S mutter, "I'm sorry."

5

"I was right," 9S said to himself. As 9S heard this abstraction of his own voice, he briefly considered that it couldn't technically be qualified as "speech." The only way to

recognize a "voice" in the void of hacking space was through one's personal data, and in this case the white walls and floor would easily be recognizable as 9S's data too.

9S wished he'd been wrong. He couldn't believe that 2B had been intending to kill him, but the odd word, the inadvertent facial expressions, the tone of her voice—it all gave credence to his suspicions. Before long, those suspicions had turned into conviction, and finally reality.

"I really didn't want to do this . . ."

It wasn't a lie. It was how he truly felt. He hadn't been able to think of any other way. Ever since he learned that 2B had been sent from headquarters to guard him, he'd been trying to come up with some other way, but it was no use.

"But S types don't stand a chance against B types, so . . ."

He knew the extent of 2B's combat abilities from the operations in which they'd participated together. If he hadn't taken control of her body through hacking, he would simply have been killed.

He couldn't find an opening to start hacking 2B, so he'd had no choice but to take aim not only in the middle of combat, but as she was about to run him through. 9S had learned while studying creatures on the surface that a bird of prey is most vulnerable in the moment it seizes its victim.

Conversely, the hacking was successful precisely because 2B was serious in her attempt to kill him. If she hadn't intended to kill, she would have simply evaded whatever attacks 9S threw at her, and there probably wouldn't have been an opportunity for him to hack her. The fact that 9S was here, doing what he was doing right now, was proof of 2B's murderous intent.

"No matter how you look at it, it's a selfish excuse."

He was aware that he was doing something even more cruel than simply killing her. He'd willfully entered her head, hurt her, and above all was about to kill her. He knew that. But . . . "There's a mystery I want to solve."

9S carefully proceeded to 2B's memory banks. Taking control of another's body and killing them wasn't hacking's only use. There was something he had to know.

"Consequently, I order you to erase 9S."

The most recent entry in her memory seemed to be part of a message. He had little doubt it was from the mail she'd received at the access point right before coming here. The incomplete memories weren't in chronological order, but rather sorted by how strong an impression they'd left.

When 2B had opened the message, the sentence her eyes had jumped to first was "Consequently, I order you to erase 9S." That meant 2B had been expecting the order. It was precisely because she thought it would come sooner or later that it caught her eye, as if it were a piece torn out of the message.

"obtained proof"

"seems he tried to"

"the facts"

"access the main server"

"a problem for some time"

"several times"

"prohibited"

"9S"

The memory fragments were scattered all over. The words' mixed-up order indicated that 2B had been agitated while reading the message. Furthermore, 9S had appeared as she was reading. She hadn't had time to sort the sentences in her head . . .

9S proceeded further into the memory banks. He was still searching for clues to solve the mystery.

"What's this? A private talk between . . . the commander and 2B."

An image of the commander with her back turned and 2B watching her. It wasn't a transmission. This appeared to have been a secret conversation somewhere within the Bunker.

"Isn't it customary for S types to perform field work missions alone?"

"It is absolutely customary. But exceptions can exist. For example, what if it's in a dangerous area where many hostiles have been observed? An S type, unsuitable for combat, would require support in that situation."

"Understood. Then I will do that."

"Simple observation is fine for the time being. I will issue further instructions later."

This memory was from before 2B and 9S's operations together. At this point in time, there was no way he'd have done anything considered prohibited, and yet the commander had decided observation was necessary. On what basis?

Another memory suddenly cut in.

"Scanners like me mostly work alone. Investigating and all that? I don't usually get a partner. It's kind of fun!"

Ahh, I remember that. He'd spoken those words to 2B during their first mission. It seemed like 2B had been reminded of her secret talk with the commander in the middle of that conversation.

Back then, he hadn't yet realized that 2B was observing him, to say nothing of the later instructions that the commander had referenced.

9S reflected on this bitter feeling and moved on to the next memory. It seemed to be a conversation via transmission. The commander's voice was tainted with background noise, making it a bit hard to understand.

". . . The S type is an android specializing in research and collecting information. Because of these characteristics and their high efficiency, in the long run they will learn too much. One could say it is the fate of the S type . . ."

What's wrong with learning too much? 9S objected silently. *Is it really that bad to know things?*

"Someday, 9S will most certainly engage in prohibited conduct. He may have already crossed that line."

He couldn't object to that assessment. It was true that he'd tried to access the main server, which was off limits.

"We don't yet have proof. However, we do know that someone attempted to gain unauthorized access. It appears to have failed this time, but the next time . . ."

Yes, his first try had been unsuccessful. He'd fled from the attacking protection systems, and since he'd withdrawn immediately, there shouldn't have been any evidence left behind. The next time, he'd given up after breaking through one wall. The time after that, he was able to break through several. The more he destroyed, the longer it took him to retreat afterward, and the easier it became for him to get caught.

It might have been just a matter of time before his unauthorized access came to light. Even so, he'd wanted to know. The stronger the defenses, the more he wanted to try to cross them. He knew it was dangerous, but he couldn't stop himself. If there was a puzzle before him, he had to solve it.

I see, so this is the fate of S types. The commander's words were correct, and so was her decision to have him observed . . . maybe even her order to kill him, too.

The next memory took place back in the Bunker. This time, rather than viewing the commander from the back, he could see her face from the front.

"S types are not suited for combat. Disposing of one shouldn't be difficult."

"What they aren't suited for is melee combat. It doesn't mean they have no skills in that area. Moreover, S types are sharp. There's a high possibility that he's noticed headquarters sent you to keep an eye on him."

"He doesn't appear to have noticed . . ."

"You are not suited for that kind of observation. Just as S types aren't suited for combat."

The commander's point here was also correct. 2B hadn't realized that 9S saw her true colors a long time ago.

At first, he wondered if she was simply pretending not to notice. However, those doubts quickly abated. That kind of guile wasn't in her nature. In fact, she was rather clumsy about it. At unexpected moments he could catch sight of her kindness, her concern . . . She might try to hide these traits, but for an S type, nothing could be easier to understand.

"In any case, if you attack, know that 9S will probably retaliate with the S type specialty, hacking."

The commander had a gift for foresight and strategy. He almost wanted to applaud her. The situation had unfolded exactly as she had foreseen.

With that, half of the mystery was solved. 2B's reason for murder was that the commander had ordered her to dispose of 9S, who'd learned too much. *Now, I wonder where the key to unlocking the other half is*, he thought, and then he heard it.

"I'll let 9S go ahead of me, and when he does, I'll deploy my weapons. After passing him, I'll execute a surprise attack."

A memory in a different chronological order thrust itself into the middle of the conversation with the commander.

"If I can finish it in an instant . . ."

It was obvious that this memory was older than the conversation. 2B seemed to have been considering her plan to kill 9S well before she'd received the order from the commander.

"I hope 9S won't notice that something happened . . . Then he won't have to experience more terror or pain than necessary."

The remaining half was solved. *So that's what it was*, he thought, finally understanding. The interrupting memory vanished.

"Even for someone as skilled at close combat as you, if hacking takes control of your body, you literally will not be able to move your arms or legs. Therefore . . ."

What did she have you do? The commander hadn't instructed her to make the surprise attack. *What the heck did the commander tell you?*

"Set a trap in the hacking space."

Oh, no. In the next instant, pitch-black barriers appeared in the bright white hacking space. Orange and violet balls of light flew at 9S. It was an installed logic virus.

If 2B had prepared a logic virus in her memory banks, it could certainly launch effective attacks at 9S, but there was also a possibility it would attack 2B herself. He wasn't expecting her to have gone that far.

"Crap! I let my guard down!"

It's not that he hadn't expected it, but he'd hoped it wouldn't come to this. The commander had very obviously chosen a path that would put 2B in danger.

He had to get out of there before his personal data was contaminated.

"Nevertheless, logic virus attacks aren't perfect. There is one more measure you should take."

Where's the exit door?! The route I secured in advance?!

"Lock him up in your logic circuits with closed barriers."

Before he knew it, 9S couldn't move anymore. The dark orbs that had appeared in the hacking space suddenly began to multiply. It was a barrier created by a self-closing algorithm.

"Pod! Create a new exit route!"

There was no response from his pod. Not only had the logic virus attacked 9S's personal data—it had also cut off all external communication.

His path of retreat was gone. In a few seconds, his personal data that existed in the "now" would be crushed and annihilated. 9S watched as the pure white hacking space was repainted black.

"Is this . . . the end . . . ?"

2B had received the message with the kill order at the desert access point. She had countless opportunities to carry out the order between there and their current location. There were no places to hide, and with the poor footing in the desert, 2B would've had the advantage thanks to her combat expertise. Yet she hadn't carried out her plan until after they'd entered the temple. From peeking at her memories, he understood why. *2B really is clumsy after all*, he thought.

It was so she could finish it in an instant, so that 9S could die without knowing what had happened.

The dark orbs continued to fill in his surroundings, but he felt strangely calm. He was neither terrified nor in pain.

"Goodbye, 2B."

And then darkness enveloped him.

6

2B regained control of her limbs as abruptly as she'd lost it.

"Closed barrier operational. Logic circuit blockade complete. Isolating."

2B blinked several times and confirmed operation of her sensory functions. She slowly raised her body. There were no problems with her motor functions either.

". . . Purging."

She felt nothing, not even the slightest bit of pain. All she felt was the certainty that came with knowing she'd carried out a command.

She gazed down at 9S's body. His black-box signal was still online, but the erasure of his personal data had caused every one of his functions to cease.

She wished she'd been able to kill 9S in melee combat, but even if she'd been temporarily brought down, she knew she could attack his personal data with the installed logic virus. Even assuming 9S could successfully get rid of the virus, if he were imprisoned by the closed barrier, each of his circuits could be erased. It was all the commander's idea.

9S had used a two-part strategy of melee combat followed by hacking. The commander had a three-part strategy.

2B held her saber in a reverse grip and thrust down.

"Head destroyed."

There was a strange recoil in the palm of her hand, a reaction she'd never experienced before. This wasn't even the first time she'd destroyed the body of a comrade. She hadn't

experienced this sensation on the battlefield when she'd dispatched incapacitated squad members. Perhaps the destruction was incomplete?

"Chest destroyed."

She thrust again. Odd. The strange sensation was spreading. Before it had just been confined to the palm of her hand, but now there was a feeling of oppression in her entire upper body. It wasn't physical pressure, yet it was oddly suffocating.

"Black-box signal confirmed offline."

She had destroyed his entire body. His personal data was gone too. 9S was dead. Her mission was complete. What was this vague feeling that something had been left undone? Why were her respiratory functions agitated?

"Goodbye, 2B."

9S's voice replayed in her mind. His final words were the only remaining data of him in her memory. The true character of the strange sensation and the uncomfortable feeling in a corner of her heart became clear.

"I see. This is . . ."

The emotion called guilt. Possibly remorse. Emotions were prohibited.

The moment she tried to squash these forbidden feelings, something welled up inside her as if resisting her efforts. She remembered 9S.

His voice when he called out "2B!" His shy smile when he told her with delight, "I don't usually get a partner. It's kind of fun!" Which operation was it when he'd said in amazement, "2B, you don't sweat the details, do you?"

There was an uncomfortable lump in the back of her throat, and pain in her chest like someone was squeezing it. 2B clenched her teeth. For the first time, she knew what it was like for those left behind to be tormented by the memory of the departed.

That was her error. She'd stored more memories than necessary . . .

"Goodbye, 2B."

Again. That voice, again.

2B forcefully shook her head and drove away 9S's voice.

"I won't apologize."

It was her mission. She had no feelings of guilt. Absolutely none. If she were given the same order in the future, no doubt she would carry it out again.

"Because it's my job," she said, as if persuading herself. She lifted her head.

"Pod. Contact headquarters."

"Understood."

The pod projected a communication screen.

She would carry out those same orders again, but from now on she intended not to get closer than necessary.

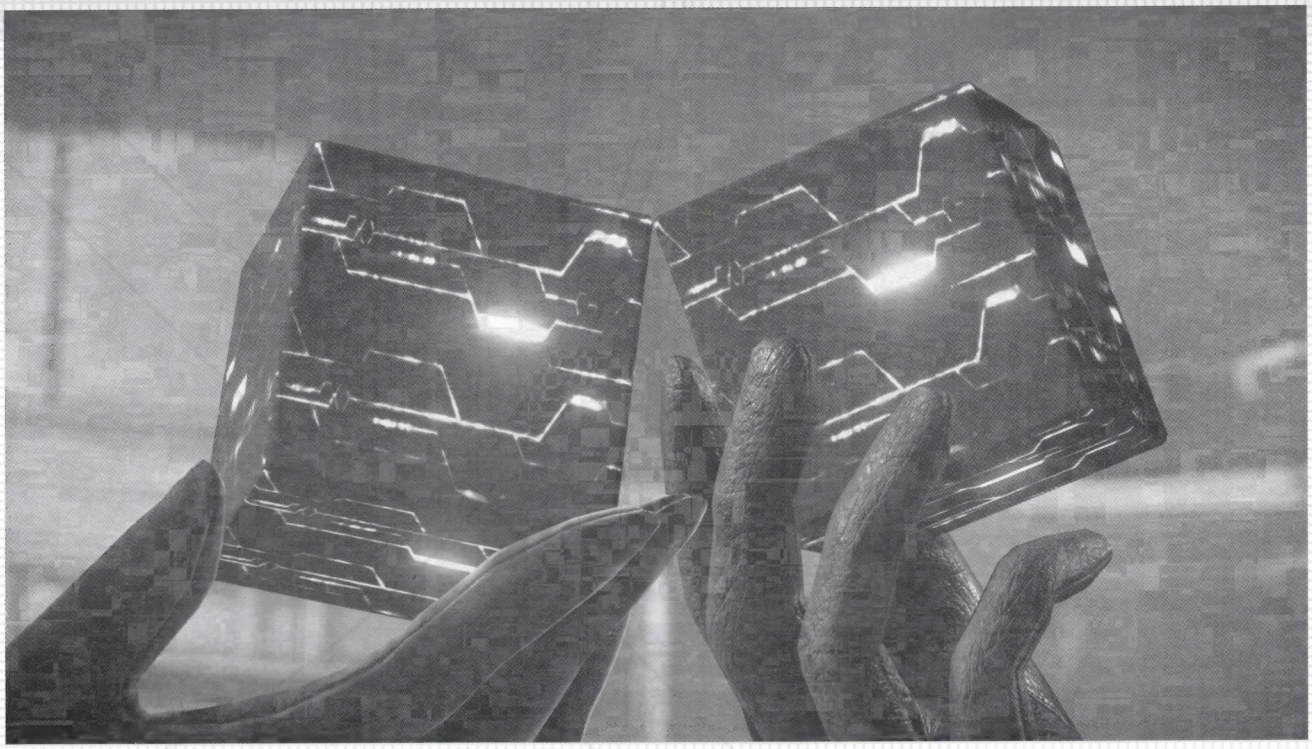
She would keep conversation and time spent together to a minimum to avoid accumulating superfluous memories. She wouldn't create emotions that shouldn't exist.

"This is headquarters."

She took a deep breath and let it out again. She let out the pain that remained in her chest. All of it.

"This is 2B. The mission is complete."

Her pain slipped out like sand spilling from her disinterested voice.



SE-MOOK

NieR:Automata World Guide

[CITY RUINS SURVEY REPORT]

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